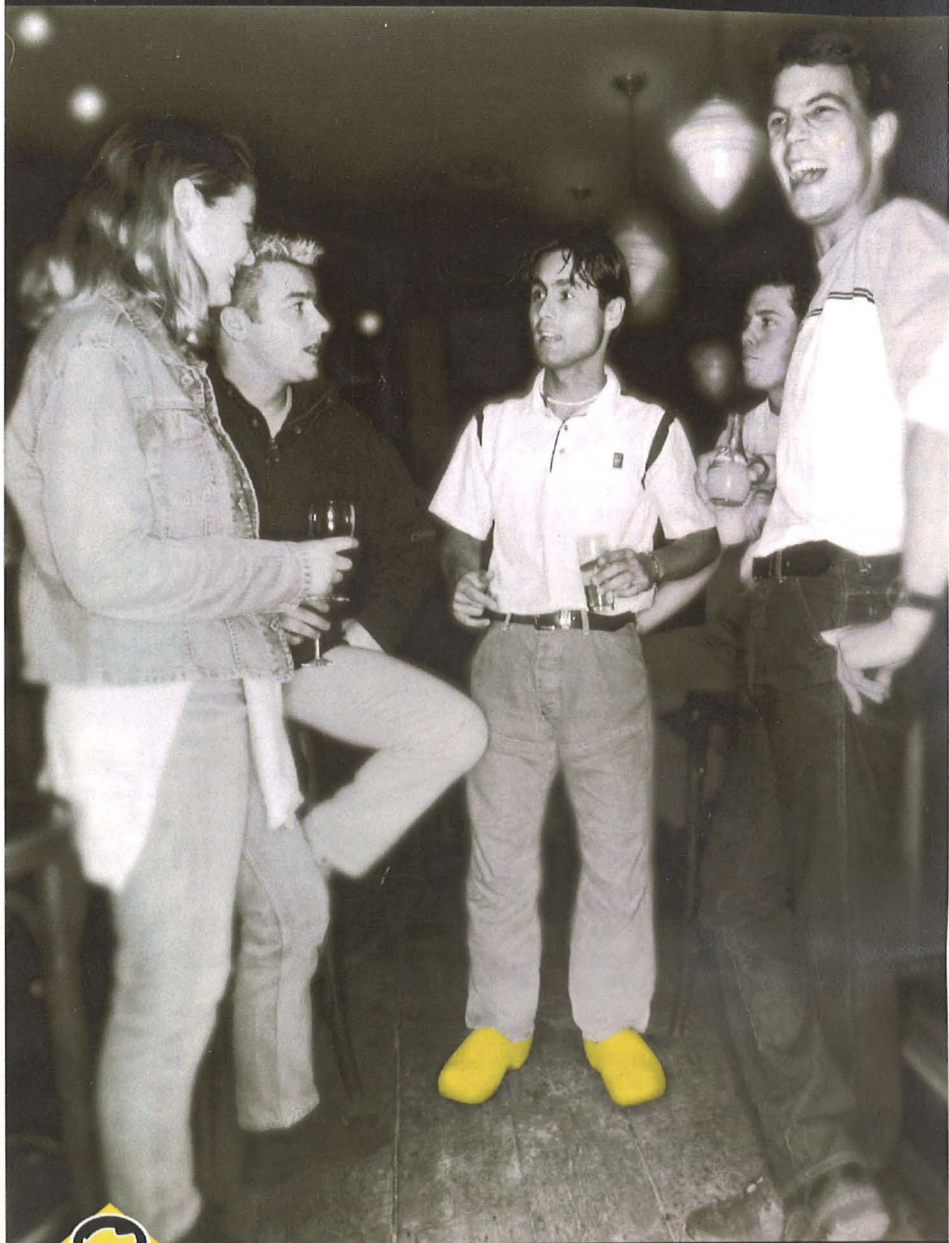


'Tracking' wordt steeds populairder in Nederland.



Nederland zoekt met [www.Track.nl](http://www.Track.nl)

# takeover 16 17 18 june 2000 party magazine



takeover  
EDITION 2000  
netherlands

©2000 made/bomb  
[www.m4de.com](http://www.m4de.com)

# welcome

article by The REW of Nostalgia

## takeover edition 2000

After having organised three Takeovers in a row, you'd say that doing a fourth one is a piece of cake. At least, that's what I thought. But I thought wrong.

Now I am not going to explain in detail about the shit we ran into, but I can assure you that at least twice there have been great problems that might have forced us to cancel the whole thing....

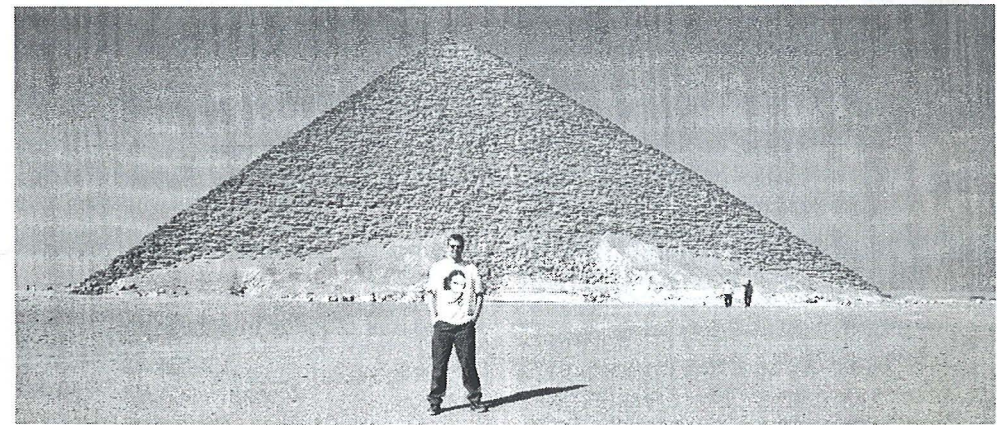
But that didn't happen. So, here you are again. The Auditorium. Eindhoven. Home

really without their help Takeover would be a lot different. Apart from Old-Time-Takeover-Friends **CMG Eindhoven**, **Paradigit** (both sponsors since '98) and **Track** (sponsor since last year) we have some new sponsors to introduce to you!

First there's **Freeler**, who helped us mainly with supplying network servers and the network equipment.

Secondly we have **Gamegate.com**. They're a company that create Internet games. They sponsor the Internet Browser competition (Java/Flash) with prize money, and they have financed the mousepads you were given for

▼ The REW travelled the world to search a suitable location for to2k



base of what has become the biggest annual scene event held in The Netherlands. The fourth episode. Bigger and better. At least we hope.

Ok, let's move directly to the sponsor front. I just have to mention them to you here, cause

free at the entrance! I'm really happy with this deal, cause I think we're the first party ever that supplies free mousepads to visitors. So, what's next? Free T-shirts next year? Who knows?

continued on next page ►

## editing and design

the rew of nostalgia

## contributors

adok of hugi  
druid of nostalgia  
dr. yes of orange juice  
jal of nostalgia  
made of bomb  
rez  
wade

## special thanks to

stevie of 3state  
the pat metheny group

## tools and software

macromedia freehand  
paint shop pro  
winamp  
beer opener  
coffee machine

## and remember this

everything in here is copyrighted by the takeover foundation. this means that we don't like it if you copy from this booklet without informing us. thank you.

So what else is new this year? Well.. We've got a couple quiet rooms now. Please no sound there thank you. We have two party T-shirts; one by a very nice person named *Made/Bomb*, and one by another very nice person named *Stevie/3state*. And yez, we're a University Leech Party again. Better than ever before so I'm told by the network lads. Thanks to sponsors mentioned above we have loads of kick ass network equipment.

The Answer Competition is back! Last year we pretty much screwed up I must confess, but according to the small poll we have organised on [takeover.nl](http://takeover.nl) there seem to be quite some folks out there interested in such a contest. So, we made up 15 tricky questions, some easy to crack, some pretty difficult to crack. And this year we won't screw up. Knock on wood.

For sleeping purposes we are once again relying on the Sportshall on the University Campus. Last year we have had some complaints about it, so we planned to set up one or two big sleeping tents. But alas, two weeks before the event we were told that we would not get permission for this, because of Euro2000.

Oh and that reminds me: the soccer. So we thought it would be neat to watch a few games on the big screen. Just for fun.

## the magazine

And then there's this booklet. The last two years we have had a separate "opening words" and "editorial", but since this year the main organiser and the main editor of the magazine are the same person (ehh, that would be me) I thought let's get it over with in one article.

So the booklet. Bigger than ever - a massive 52 pages. Of course there's the competition rulez, the party schedule, some network information, silly surprise competitions and other party related stuff.

But a magazine is not a magazine if there's not some neat other stuff in it as well.

From the coding corner there's an article from JAL in which he shines his light on the coders from then and now. If you happen to know JAL you'll probably know that he has some small criticism on nowadays coders. And if you happen to know me you'll understand that this is the understatement of the century.

Rez has made me "content" with some musical content: he wrote an interesting article on a style of computer music that you either love or hate: chiptoons.... and I can tell you that Rez loves `m. And so do I. Duh.

Finally for all you pixellers out there (and all other sceners who think they have an opinion about pixels) we got some interesting from Wade about computer graphic.. ehh... computer art that is.

To give this booklet even more educational value, we've put an interesting fact on every page. Read them. Remember them. Tell them to your friends. You will impress them. Believe me.

But for now, I think I have said more than enough. There's a party going on. Have the time of your life!!

The REW / Nostalgia

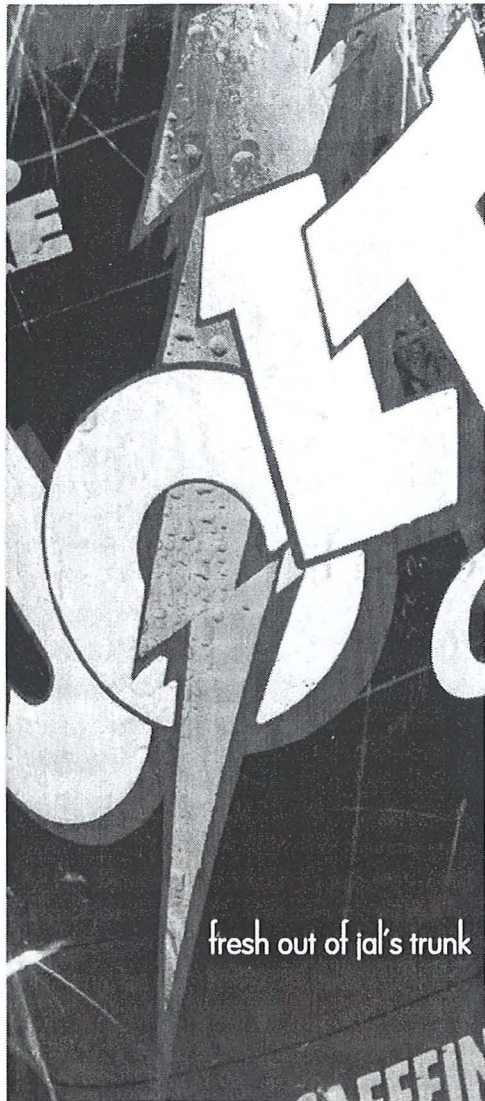
(Takeover 2000 Main Organiser)

## looking for something?

|                           |    |
|---------------------------|----|
| opening words / editorial | 03 |
| catering prices           | 06 |
| please (how to behave)    | 07 |
| no saving the scene       | 08 |
| get connected (network)   | 14 |
| in the core               | 16 |
| chiptunes                 | 17 |
| the answer competition    | 20 |
| scene portals             | 22 |
| party schedule            | 26 |
| did ya know?              | 28 |
| competition rulez         | 29 |
| computer art              | 32 |
| www.Track.nl              | 39 |
| surprise competitions     | 40 |
| party talk                | 42 |
| the dj party              | 48 |
| all good things           | 50 |

# catering prices

prices by catering service



## what's cooking?

### liquids

|                |      |
|----------------|------|
| Koffie/thee    | 1.25 |
| Melk           | 1.50 |
| Chocomelk      | 1.50 |
| Petfles (0.5l) | 3.50 |
| Jolt           | 3.00 |
| Beer           | 2.50 |

### healthy solids

|                |      |
|----------------|------|
| Broodje Ham    | 3.00 |
| Broodje Kaas   | 3.00 |
| Broodje Gezond | 3.25 |
| Koffiebroodje  | 2.50 |
| Appelflap      | 2.50 |
| Huzarenslaatje | 2.25 |

### candy

|                |      |
|----------------|------|
| Snoep          | 1.50 |
| Drop, Winegums | 2.00 |
| Chips          | 1.50 |

### less healthy solids

|                   |      |
|-------------------|------|
| Worstenbroodje    | 2.50 |
| Saucijzenbroodje  | 2.50 |
| Broodje Krokot    | 3.50 |
| Broodje Frikandel | 3.50 |
| Broodje Hamburger | 4.50 |
| Sate met Brood    | 5.00 |

### hot meal

|                |      |
|----------------|------|
| Warme Maaltijd | 7.00 |
|----------------|------|

# please...

some words by your humble organizers

## how to behave

The organizers have the right to refuse admittance to anyone, remove anyone from the party place, and turn anyone over to the police in case of serious misconduct. This includes (but is not limited to) fighting, racism, facism, nudism, spreading illegal software and ignoring the party rules.

You are attending the party at your own risk. The Takeover 2000 organization and the Eindhoven University of Technology cannot be held responsible for anything. This includes any loss of or damage to personal belongings (including computers and other equipment).

Disorderly conduct like fighting, racism, vandalism, stealing, etc. is prohibited. When you display such behaviour you risk removal from the party place, and being handed over to the proper authorities.

It is illegal to use or sell soft- and hard-drugs at the party place. People using or selling hard drugs will be handed over to the police, people selling softdrugs are removed from the party place. It is not allowed to use softdrugs in any of the party halls or at the premises of the university.

When removed from the party place you cannot claim any refund of the entrance fee.

It is illegal to sell food, hardware, software or anything else without written notice of the Takeover 2000 organization.

Due to agreements with the catering, it is not allowed to bring your own food and drinks inside. There will be plenty of food and drinks available in the main hall.

Coffee machines, micro wave ovens, refridgerators and other high-power equipment are not allowed.

Smoking, eating and drinking is only allowed in the main hall, not in the competition hall and sleeping room. When smoking in the main hall, please use the ashtrays, and when finished eating or drinking please deposit any packages, leftovers etc. in the designated garbage bags.

It is not allowed to sleep in the main hall and competition hall. Sleeping is only allowed in the designated places. When you sleep outside the designated places, you run the risk of being woken up by friendly firemen. This is due to fire regulations.

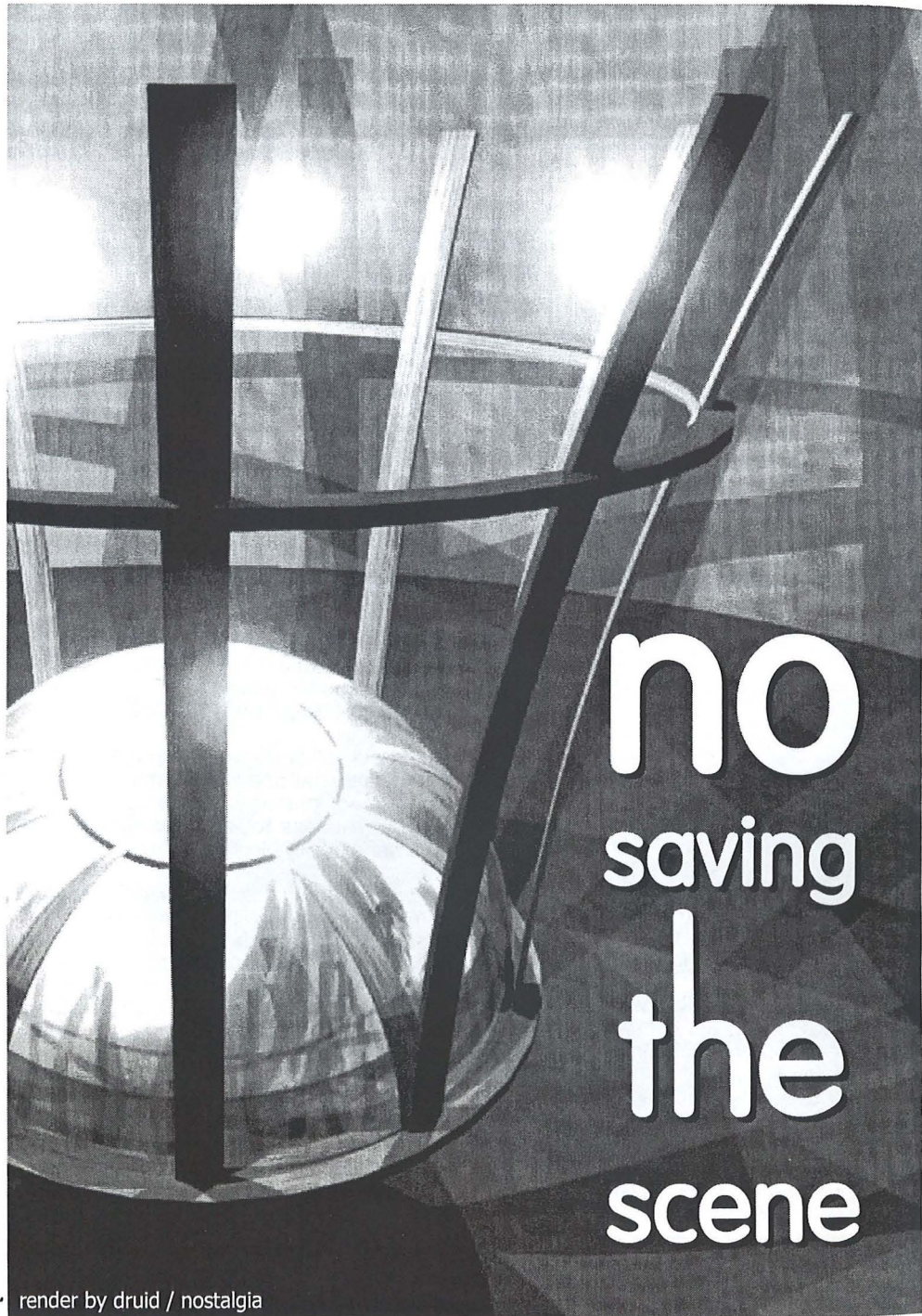
When there are no official activities in the competition hall, the hall is off limits, and closed for pulbic. It is not allowed to be inside the competition hall when it is closed.

The main hall (including the side rooms), the competition hall and the sleeping hall are the only indoor places that are open to party visitors. Access to all other indoor areas, whether explicitly blocked or not, is prohibited.

To prevent theft, it is not allowed to move or remove computers and other equipment in the main hall during the competitions and other big events. This includes the closing ceremony, so if you do not want to wait until the end of the ceremony, make sure you leave before it starts!

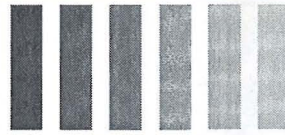
And last but not least: you are not allowed to piss on other party visitors.

Thank you.



render by druid / nostalgia

# no saving the scene



article by jal of nostalgia

## nostalgia?

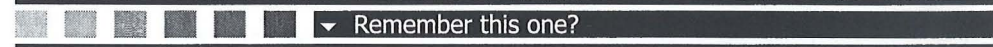
I'm getting pretty old, as many of you may know (it won't be long until my hair will start falling out and I'll start drooling and wetting my pants), and I must take care not to start pondering nostalgically about the good old days, when life was simple and demo making still an art of young, innocent and joyful coders, musicians and graphicists (can you hear the violins in the background, and see the little lambs frolicking in a green meadow, while all the happy sceners dance and sing in the background?), I can dwell upon the first Dutch PC demo party's like Bizarre'94 (so long ago, Nostalgia was actually still active and full of perspective) or I could go on and on about the gods that once were The Future Crew - but I must restrain myself or nobody will read

this. Instead, this article will be about attitude - and what I think a scener's should be.

## the old days

When the main stream Dutch PC demo scene took off in late '93 (or perhaps a little earlier), it was the time of Future Crew (Second Reality had just been released), Razor 1911 (remember Red?), Triton (Crystal Dreams II), Eclipse, Impact Studios, Infiny and many others. It was also the time when Windows was in its infancy, computers where still DOS-based 386s with at most 4Mb of RAM and the Trident 8900 was the fastest graphics card around (capable of a stunning 2Mb memory transfer per second, that's 32Kb per

continued on next page ▶



09 The billionth Digit of Pi is 9



# no saving the scene

retrace at 70Hz). Mode X was a hot item (since it wasn't possible to dump an entire 320x200x256 page within one retrace we had to resort to other measures) and the first Gravis Ultra Sounds (GUS) even hotter. In these early days, groups like Acme, Spirit (still old style), Logic Design, Hypnosis, Success, Ground Zero and Nostalgia formed (Witan and UltraForce already being retired).

Most of us were still young (even I was only 21 :) or much younger (Nix and Lone Ranger were only 15, if I recall correctly), and our enthusiasm was matching. Demos were based upon technique, and a lot less upon

graphics card, showing off things that nobody thought was possible. Not all of us succeeded as well as others, but the main feeling was one of competitive friendship, an atmosphere which expressed itself most clearly in the famous Success meetings at Buurthuis Einstein in Utrecht. When not showing each other our latest effects and inventions, we talked about how to do certain effects (some might remember the first discussions on smoothed voxel landscapes and fake phong shading) and what would be possible with faster processors (we had at most 486 DX/2 66s).

▼ TBL presents: Astral Blur... or was it Stash? or Jizz?



design. The only way to do something with design in these days was adopting Amiga style 2D demos (like Razor did), but mainly demos were effect shows, with one effect after the other and a black screen in between. Even Second Reality (which I personally never liked) used this scheme.

In those "old days", we all felt like explorers. We tried to impress each other by inventing new effects, doing new things with our

After the initial boost of the Dutch PC demo scene, groups went and came. Some new groups were formed by the members of old groups splitting up, some groups appeared out of nowhere. At the moment, even these "second generation" groups are succeeded by the formation of groups by another generation of demo makers, most of the first generation and some of the second generation sceners having retired the scene out of disinterest, or simply because their full-

10 Some Lions mate over 50 times a day

# no saving the scene

time job or studies consume too much of their time to be active anymore. Since I have been a scener from day three (giving Witan and Ultraforce day one, and some of the other early pioneers day two), and since I'm still in some ways active in the scene, this gives me the opportunity to comment on the changes I have seen being brought on by the change in hardware and operating system.

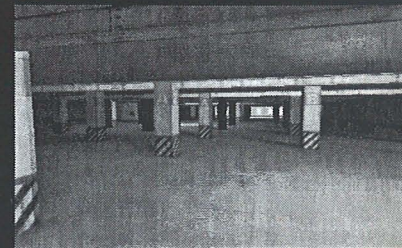
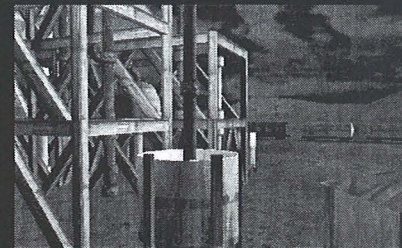
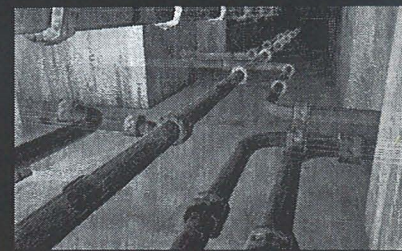
## real mode assembler

First I'd like to describe the differences between the PC systems used back in '94/'95 and the ones we use today.

In '94, the fastest processor was the Intel 80486 DX/2 66, though many of us still had 386 DX40s or slower, and it wasn't unthinkable your demo being viewed on a 286. Also, the VESA local bus or VLB had just been introduced, and although a variety of VLB graphics cards were available, most PCs still used a Trident 8900 or Tseng ET3000 or the like. The amount of memory in PCs those days varied, but with 1Mb of 70ns, 32 pins RAM costing about a 100 guilders (50\$), most had 2, 4 or at most 8 Mb of memory. Furthermore, Windows 95 (let alone DirectX) wasn't invented yet, and everyone used MS-DOS. Real mode was used widely, EMS was used when available, and there were no such things yet as DOS extenders. All this meant that your demos had to be as optimized as possible, using as little memory as possible.

The only logical choice for a programming language was assembly, or at least large parts of assembly embedded in Turbo Pascal or C. All this gradually changed over the years, and the second generation of demo coders almost all used Watcom C or C++ and the DOS4/GW DOS-extender. Processors were Pentiums, later with MMX, and people had 16 or 32 Mb of RAM. Still,

▼ Kasparov by Elitegroup



You wonder, can it be any worse?

everything was done in software (3D cards didn't exist yet), and in DOS. Lately, things have gone really fast though. Not only have processors gotten real fast, but Windows is the preferred platform, and without at least 64 but preferably 128 Mb of RAM (or more) and a decent 3D graphics card your PC is considered out of date.

continued on next page ►

11 Polar Bears are left handed

# no saving the scene

It's not surprising that with the shift from relatively slow, DOS-based, low-memory computers with tardy graphics cards to very fast, Windows-based, high-memory computers with killer 3D-accelerated graphics cards, the attitude towards demo making, and what is considered a good demo, has changed as well. Like I stated before, the accent in the early days was on tricking hardware and making highly optimized single effects and putting those one after another.

But with the advance of speed and memory, demos included more and more a previously unknown feature: that of art and design, other than an occasional 320x200 still picture. Concept demos, telling a story in 3D became popular, as well as psychedelic, videoclip-like productions, supported by pumping house music. This was a logical step, and one to be applauded. It was a mixture of cool design and cunning code that made these demos possible. Since processors were fast, and all effects were produced entirely by software, everything seemed possible.

A new era dawned, especially since even faster processors were produced, and we were all anxious to see what the future would bring. And then, disaster struck. Out of nowhere, a totally new (at least on PC) piece of hardware arrived: the 3D accelerator card. First only the 3Dfx Voodoo, but soon more followed. It was around this time that the third wave of demo coders arrived.

## 3dfx

With 3D cards, a new problem appeared: how to interface with these cards? 3Dfx supplied the infamous "Glide" library that was available for both DOS and Windows, but no other 3D card manufacturer even bothered

with DOS. This is understandable and justifiable, since Windows 95 and later 98 with DirectX proved to be a valid platform for demo development. Making the step from DOS to Windows however killed all possibilities for hardware hacking, although admittedly that had already been abolished when graphics cards became fast enough for displaying a 320x200 screen, and later with the introduction of the VESA standard, page flipping.

The most impact the 3D cards have had is not the move from DOS to Windows (that move had already been started independently before the dawn of 3D cards). Making the step from software rendered 2D and 3D graphics to hardware rendered 3D graphics meant the total loss of control over the way the 3D scenes were displayed. 2D and 3D effects could no longer be mixed, effects like blur were impossible, and the only thing a demo coder using the 3D hardware could do was follow the features provided by Direct3D or OpenGL.

## save our souls

Today, most demo makers have a total tunnel-visioned focus on the 3D hardware. All demos seem like 3DS-players, while on top of that, design is often hard to find. Endless fly-throughs of boring scenes is all we get to see, where Quake-like indoor scenes interchange with terrains filled with light flares or fake flocks of spiders. It reminds me a bit of the period in demo making where we got to see one 3DS duck or torus after another, but at least then we had a good excuse, since the processors at the time were too slow to display complex scenes. All this wouldn't bother me too much if it was just the result of a new generation of demo makers trying

# no saving the scene

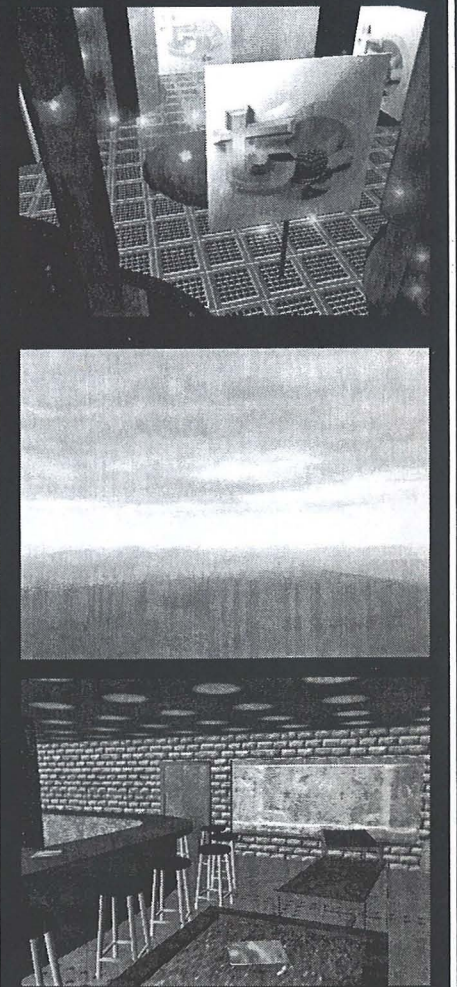
to learn and experiment with the available soft- and hardware. What really bothers me, is the attitude that these new sceners have. Instead of admitting that they are still trying to work things out, and are yet too inexperienced to use more complex tricks to reduce memory usage and scene complexity, and bypass API imposed restrictions, they shrug their shoulders when something seems impossible. They deny the need for effective programming and tricks, but instead blame the whole world but themselves ("I can't help that driver's faulty", "I can't help that DirectX version is buggy", "I can't help you're living next to a power plant"), tell people to add yet another 128Mb of RAM to their PCs, buy the latest NVidia graphics card, or just stuff it, since the demo runs on their own PC, and that of a friend's, so who cares that not everyone can see the thing?

This attitude is lazy, rude and inconsiderate. It is in total conflict with the intentions of the demo scene, which is to impress people with your work and learn along the way. It's an attitude totally in line with that of large software companies like Microsoft, companies that do not care about the quality of their software. Thus, the new demo maker is totally a child of its time, but I fear that it will mean the end of the demo scene. A demo scene cannot exist with people who are not willing to impress, explore and commit. Such a scene may as well be dead.

I can only hope that soon the present generation will see the error of its ways or that another generation will take over, because if that doesn't happen, *there's no saving the scene.*

JAL / Nostalgia

## ▼ Adelanto by Nostalgia



Nostalgia proves that it can be worse.

# get connected

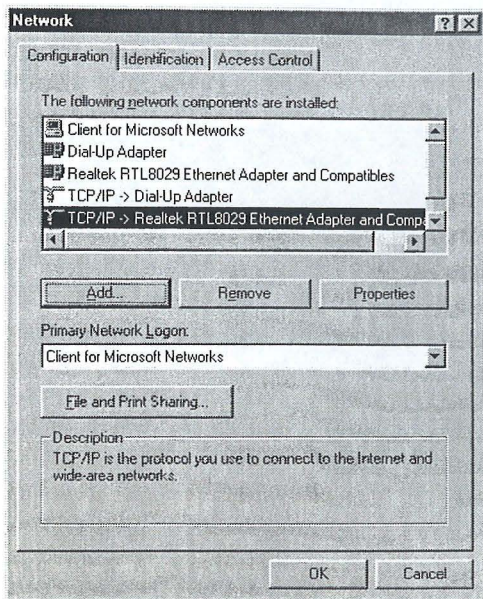
now if this doesn't work out the first time please try again before bugging us

## first get an ip address

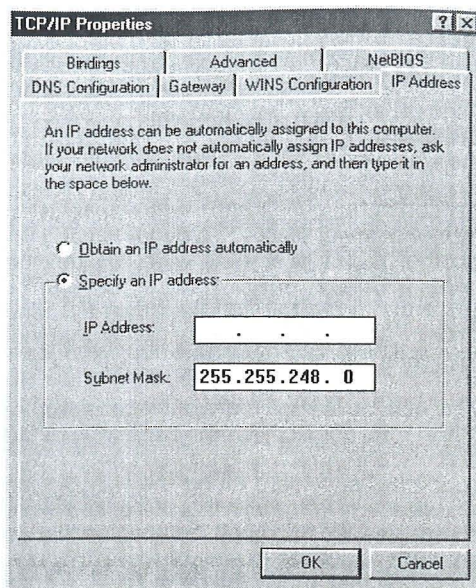
If you want to enjoy the Takeover 2000 party network and get yourself directly connected to the mighty Internet, you should start by visiting the information desk. There you sign an agreement for the use of the network and you'll get an IP address. Remember that you'll be on a very fast connection to the Internet, so don't try anything stupid.

## configuration instructions

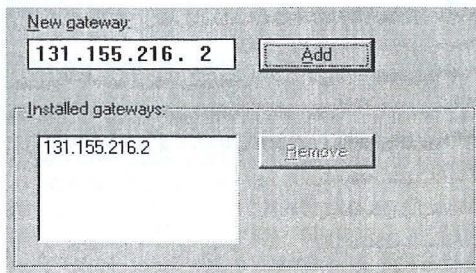
**Step 1** - Open Control Panel (Start Menu, Settings) and select Network. Select TCP/IP settings (the ones bounced to your active network adapter) and press properties.



**Step 2** - Click the IP Address tab and fill out the IP address you got at the Information Desk. Configure **255.255.248.0** as the subnet mask to be used.



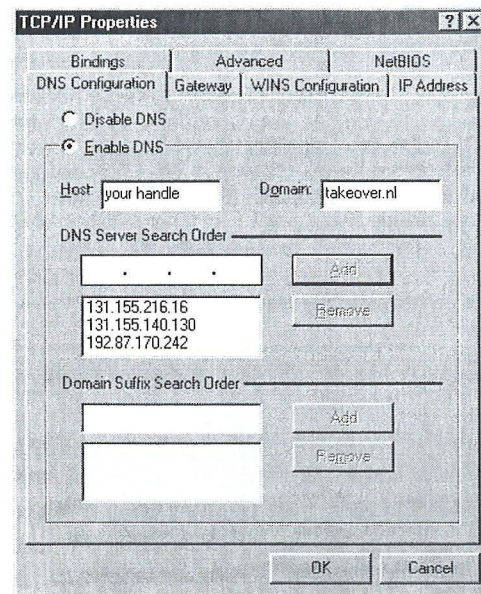
**Step 3** - Select the Gateway tab and enter **131.155.216.2** as a new Gateway. Don't forget to click Add to install it.



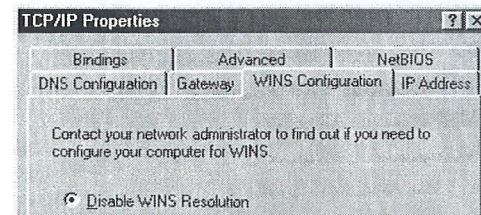
# get connected

great, you made it to page two

**Step 4** - Find the DNS tab and Enable DNS by clicking the radiobutton. Fill out your handle (or some other cool name) at the Host field, type **takeover.nl** at the Domain field, and add the following three DNS servers: **131.155.216.16**, **131.155.140.130** and **192.87.170.242**.



**Step 5** - Finally, go to the WINS Configuration tab and make sure that WINS is disabled.



**Step 6** - Go to <http://www.takeover.nl> and see if the world has accepted you.

**Step 7** - Go to <http://www.ojuice.net> and see if there's other demo scene news.

**Step 8** - Go to <http://ltp.planet-d.net> and see if the French know how to party too.

**Step 9** - Go to <http://www.slashdot.org> and see if there's some news for nerds. Stuff that matters.

**Step 10** - Direct your browser to <http://www.bbc.co.uk/dinosaurs> and check if you can *Walk with Dinosaurs*.

**Step 11** - Navigate to the following url: <http://www.morefuturama.com> and download all the Futurama you can get.

**Step 12** - Go to <http://www.fbi.gov> and see if the FBI is looking for you.

**Step 13** - Go to <http://www.jailbabes.com> and see if you can get yourself an e-mail pen babe during the party.

**Step 14** - Check if there's a new version of Hugi at <http://www.hugi.de>.

**Step 15** - Download all the music you can grab at <http://www.gnute.com>.

**Step 16** - Check if there's something coming soon at <http://www.comingsoon.com>.

**Step 17** - Check if there is any news on the Lord of the Rings movies currently being filmed at <http://www.theonering.net>.

**Step 18** - Your network connection should be working now. If not, repeat from step 6.



# in the core

This page is a filler. We thought better this than an empty page. Get it?

## some guys...

... have all the luck. Take the guy in the black shirt in the below picture for example. Last year he was shown on the big screen during the opening ceremony when we showed the Takeover 98 impression that was made the year before by a French freelance camera team. In this small featurette he was interviewed, and he explained what the scene really is about: getting the most out of your computer, by really knowing how a computer works **in the core**.

Now, the guy didn't see himself on the big screen cause he was not attending the opening ceremony. He was probably in the main hall figuring out how his computer worked. **In the core**.

Anyway, after his friends told him that he had been on the big screen he came rushing into the organiser's room asking for a copy of the mpeg we had shown.

Unfortunately, the tape is copyrighted material by Digipresse, so we could not give it to him, so we showed him what he had missed. And that's when we took this picture.

So, first he's on the big screen, now he's in the party booklet. Amazing isn't it? Must be a popular guy. Let's just hope he hasn't tossed his booklet away. Or worse, that he couldn't attend Takeover 2000. Maybe he decided to stay home this year? Figuring out how his computer works. **In the core**.

By the way, anybody know this guy's name? ▲

▶ Please ignore the dusty cell spreading guy with the big mouth.



# chiptunes

content by Rez

## bleep bleep bleep

Chiptunes. You either like 'm or hate 'm. If you have never heard of 'm, then this will be an interesting piece of text that will have some educational value for you. Cause in the age of MP3, every scener should know it's damn well possible to create awesome music that keeps under the 10k size limit.

The name "chiptune" can be divided in two words: "chip" (referring to *chipset* or *soundchip*) and "tune" (like in *song*, *music*, you know, a tune).

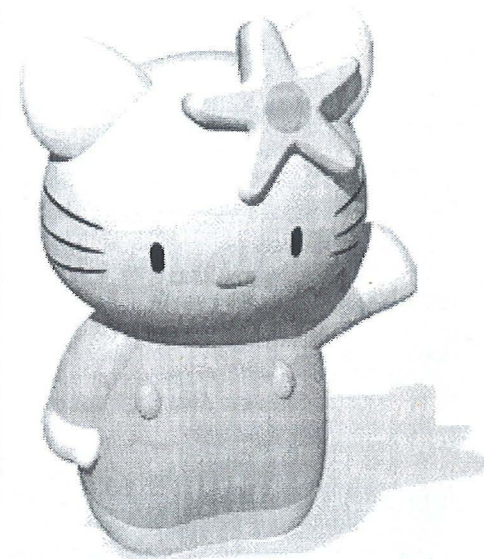
A chiptune is a song made entirely out of instruments generated by a dedicated chip (like the SID6581 for the Commodore 64 and the YM2149 for the Atari ST), without use of samples or real instruments. The chiptune was born with the first computers in the early 80s. I think most people will agree with me if I say that the chiptune was born with the lovely Commodore 64. Of course, some rare console or arcade systems had sound and music before the C64, but I can't say that they produced real songs (just noises ;).

## commercial music

Before there was something that there was something called "*demoscene*", computer music was only made for commercial games. So, an important part of the chiptunes history are videogame songs.

Due to the limited abilities of the soundprocessors, the music is usually a kind of synthpop. It's rather difficult to do an orchestral song with square waves using three channels :). Remember that we're in the 80s, the era of analogue synths, computer

musicians were always inspired by "real" music. You have to hear some C64 SID tunes to understand what I mean: lots of pop, disco or funk tunes. Try counting the number of "Axel F" and "Airwolf" remixes :).



## arpeggios

Chiptunes are generally happy tunes, using a fast rhythm, jumping melodies, and best of all: arpeggios! I think a tune without arpeggios isn't a real chiptune.

Why arpeggios? Because on oldskool computers like C64 or Amstrad CPC there

continued on next page ▶

# chiptunes

text translated by JAL of Nostalgia

are only 3 three voices. If you use one for the melodies, another for drums + bass, there's only one left for adding chords. With arpeggios you can do cool chords on one channel. What actually happens with arpeggios is that you specify 3 notes, and the player alternates really, really between these three notes, creating a "chord-like sound". Side-effect is that you'll get the well-known chip sound bleeping out of your machine.

Finally I must say that chiptunes are technically difficult to make, because of the restrictions that synthesized sounds and the limited amount of channels bring with them.

## c64, amiga and pc

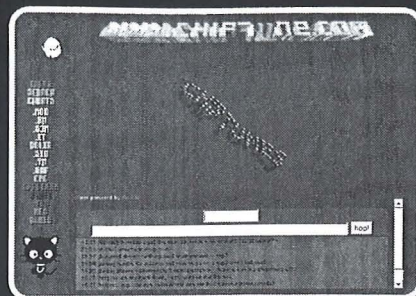
The best known chiptune format is of course the SID format. SID stands for Sound Interface Device, the name of the Commodore 64 soundchip. The best C64 musicians are *Rob Hubbard*, *Martin Galway*, *Tim Follin*, *Jeroen Tell*, *Drax*, *Laxity* and others.

Also a good chiptune format is the YM format, used for the Atari, Amstrad CPC and ZX Spectrum. The best Atari musicians are *Mad Max*, *Scavenger*, *Big Alec*, *Jess* and *Tao*, and *Kangaroo* for the Amstrad CPC.

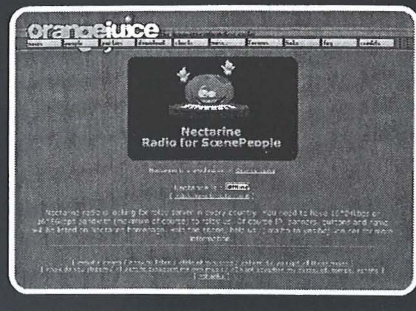
A lot of chiptunes are written using trackers like Soundtracker and Protracker, where sounds are no longer generated but produced by playing tiny looped samples.

The first tracked chiptunes were made on the Amiga, and the first musician who used the tiny sample technique (correct me if I'm wrong) is *4mat* of *Anarchy*. The technique he used is almost always in today's chiptunes, though sometimes larger samples are used to obtain the "real" sound of a C64 or Atari.

▼ <http://www.chiptune.com>



▼ <http://nectarine.ojuice.org>



rez bookmarks ▲

Among the best Amiga chiptune musicians are *4mat*, *tdk*, *Doh*, *Heatbeat*, *Pink*, *Reflex*, *Cartoon & Jelace*, *Emax*, *Mel o'Dee*, *Some1 & Prime*, *wotw* and others.

The best PC musicians are probably *Radix*, *Loonie*, *Dalez*, *Zalza* and others.

Finally we can't end this article without talking about those great remixes of old videogames music, that bring chiptunes to the rank of of art!

# chiptunes

text also edited by The REW of Nostalgia

Some of the best remixers are *Chris Abott*, *Instant Remedy* and *the Funny Accapella Singers* from *Maybebop*.

## the future of chiptunes

Though chiptunes are reasonably *oldschool*, in the year 2000 the chiptune scene is stronger than ever! Lots of great chiptune disks have been released and we are awaiting some dedicated chiptune trackers (like the PC version of *Abyss AHX* sound system).

Also, the popular GameBoy features chiptunes, it's hard to imagine a GameBoy game without those lovely "blip" sounds :). Furthermore, the C64, Atari 800XL and ZX Spectrum scenes are really active, meaning we will have new tunes to listen to for the whole new century, and I think we will have chiptunes in cracktros and 64Kb intros for ever :).

Rez  
(special thanks to JAL / Nostalgia)

Official Takeover 2000 Party Clothing

shirt design  
stevie of 3state

takeover  
16, 17 & 18 June 2000  
the auditorium in eindhoven

fl.20,-  
dutch guilders  
at the infodesk

# answer competition

some words from the organisers

## trivia time

So last year we had this splendid idea to organise a special kind of surprise competition: the Answer Competition.

The idea was that you have to find answers to a set of 35 questions. Trivia questions that have mostly nothing to do with the scene, but questions that cover a wide range of interest. Questions like "What's Bill Gates' birthday?", "What's the highest score Michael Jordan ever scored in a single basketball game?" and "What is the 136th Prime Number". Questions that nobody can answer you right away. But... if you are a trained Internet user, the answers to these questions should be on your screen in no time? Or am I mistaken?

Thirtyfive questions is a lot. So much, that it took us too much time to find all the answers ourselves! There were even some questions that we didn't know whether or not there is an answer to be found on the Internet. And there were questions that we just didn't know what the correct answer was. A good example of this was the "What was the first movie Jenna Jameson played in?" question. Type her name in any search engine and you're bombed with thousands of hits, and soon you'll discover that Jenna is an actress working in the Adult Entertainment Industry. So, you have to browse to a whole bunch of X-rated websites to find the name of the actual first movie she played in. A difficult task I can assure you. I asked the organising team to look for it, and everybody came up with a different movie title. (We decided to watch `m all).

With all these difficult questions, and with our bad preparation, I must confess that we completely screwed up the Answer

Competition last year. And that's a shame. Of course, it's lame to organise a competition that will never be concluded. But more, I think the idea of an Answer Competition is quite cool?!

## 15 new challenges

A couple of weeks back we posted a poll on the website in which we asked "the scene" whether or not we should give it another try. And the results were clear: there should definitely be another Answer Competition at Takeover 2000, though not 35 questions. And it should be counted as an official competition.

So here we are again. We prepared 15 questions for you. Questions of which we know the answers. Questions of which we know there is an answer to be found on the Internet; some are very easy to find I'd say, and some are very difficult to find. But they're there. All of `m.

And I promise that this year the winners will be awarded. How? All contenders will be judged by a professional jury (that's probably just the organising team;). Easy questions get 1 point. Difficult questions get you 2 or maximum of 3 points. So read the questions well, and answer them correctly. When there's an equal score, the person who submitted his answers earliest wins. Oh, the deadline is Saturday June 17th, 00:00.

We have setup a special answer competition page that can be found on the Takeover site. There you'll find the instructions on how to participate. But to make things just a little easier for you, the questions are on the next page. Can you crack `m?

Good luck. ▶

# answer competition

the girl on this page is not a picture drawn by Danny

**Question 1** - Who won 10th place in the Grand Prix Canada men's Bodybuilding contest, which was held in November of 1981 in Montreal?

**Question 2** - Which Airline has the following text on their bags:

*"After you've had a chance to roam, Don't forget those left back home".*

**Question 3** - Who said "Our life is made by the death of others"?

**Question 4** - Where and what is "Cerro Puh"?

**Question 5** - What hall are you in when you leave the library on the fourth floor of the building that's on Central Park West and 79th Street?

**Question 6** - Which 20th century French playwright wrote a play about the same woman a Greek playwright wrote about 2400 years before?

**Question 7** - In 1991, what was the female illiteracy rate in Nepal?

**Question 8** - Which company voted Carp Coolest Company 2000?

**Question 9** - Here's a recipe by Roberta Williams:

*"put a small feather, some dog fur, and a snake skin in a bowl, add a spoonfull of powdered fish bone, and a thimble of dew. Then mix it with your hands, and separate the mixture in two pieces".*

After you have put pieces of dough in your ears, what should you do next?

**Question 10** - Which actress on the TV-series "Buffy the Vampire Slayer" can be found singing for the deaf?

**Question 11** - Which famous guitar player was indirectly responsible for putting together the band that released the 1998 album Come Clean?

**Question 13** - What is the total turnover of CMG (corporate wide) in 1999 in guilders?

**Question 12** - Which actor on the TV-series "Babylon 5" can be seen singing and dancing alongside John Travolta in a popular 1978 musical?

**Question 14** - In August 1952, a young girl named Vassiliki was born on the Greek island of Korfu in Paleokastritsa. Under what name do we now know her? And what made her famous?



**Question 15** - What's the name of the Adult Entertainment Industry actress who dated a famous American talkshow host?

# scene portals

article by Adok of Hugj, reprinted with kind permission

Since 1996, the Internet has been the communication medium no.1 in the PC scene. By now most groups are present on the WWW with their own sites, and there is an indeterminate number of individual sceners who have their personal homepages. Yet the amount of group-independent scene-related sites of general, international interest remained little: There were the Hornet Archive and a few news sites, but that was all.

Now, in the last ten months, this situation has radically changed. To the few already existing ones, a big number of newly opened scene portals has been added. These scene portals share the aim to provide a wide range of scene-interested people with extensive and up-to-date information on the scene. In this article I want to present the most interesting approaches.

## orange juice

Founded back in 1997, Orange Juice can be considered one of the pioneers of the net-based demoscene. It is definitely the oldest

scene portal of significance that is still working today.

Originally Orange Juice was designed by Chandra and Dr. Yes as an online magazine for the French demoscene. A few interviews and articles were published here, which you can still read at this site. However, the focus quickly changed to news, party-dates and people.

Today, Orange Juice is, apart from a few outdated relicts, fully in English language. It contains a large collection of personal information on all kinds of sceners, including a birthday list. All of this information was submitted by the sceners themselves, which shows that the site is visited and supported by a lot of people with familiar sounding names.

Orange Juice is further appreciated for its party calendar, which is more complete than its counterparts on other scene sites and even includes information on who is planning to show at which party. But the most important part is the news section, daily updated. The



▲ <http://ojjuice.planet-d.net>



▲ <http://scenecity.planet-d.net>

# scene portals

number of new news items per day is irregular, and usually it is not as high as on other scene portals. The advantage of Orange Juice's news section is that you have to register in order to submit your news and wait until your submission is approved by the webmasters. In this way the authenticity of the news is granted.

Registration and news submission can be done via forms processed by PHP3 scripts. Everybody can update their personal information in the same way. This is a major advantage of the planet-d.net server, onto which Orange Juice moved end of last year. In the past, it was necessary to submit everything via e-mail, which must have been a pain in the ass especially for the Orange Juice webmasters.

A cool feature is that the user can choose in which layout he wants to view Orange Juice site by choosing a skin. Currently four skins are available, the original one by Tonic of Tiny Toons plus designs by PL, Danube and Mairsil respectively. Public statistics show how many percent of the visitors use what skin.

Another nice feature of is the one-liners, evidently inspired by old scene BBS's. Even though it is not useful for reasonable discussions, it can be fun reading what was going through various sceners' heads when they were visiting the site. Finally, it's possible to read Orange Juice on mobile phones using WAP.

## scenet

Scenet was founded in 1995 by Lord of Absolute as a list of e-mail addresses and homepages of Amiga sceners, kept in plain-

text format with some fancy ASCII illustrations. After it had been taken over by Ghandy and Dire in 1998, it was extended to the largest public database of scene-related Internet addresses for all computer systems, with a large part concerning the PC demoscene. Scenet was also converted to HTML and got its own domain.

Not long ago, a news section, a party calendar and a huge interview archive have been added to the Scenet website, thus making it more vibrating, more lively. Soon you will also find some articles here.

## ctxweb

Soon after the shutdown of his board, the Coders F/X BBS, Civax was planning on installing a new forum for the Israeli demoscene on the Net. At the end of 1999 his dream came true, but right from the beginning, it was not only an Israeli, but a worldwide forum.

CFXweb is subtitled "Demo and game development", which shows very well what the potential visitor can expect from this site: not only demoscene related news, but news and knowledge regarding graphic programming in general, including a lot of information concerning professional game development. Hence, the site is interesting for all coders.

The main component is the news section, displayed in the center of the initial site. It is updated almost every day by Civax and the other staff members, and the news-per-day ratio is pretty high. Especially Civax himself is apparently very enthusiastic about sharing any interesting scene, coding or computer-

continued on next page ▶

# scene portals

technology related news he stumbles across with already several hundreds of regular visitors.

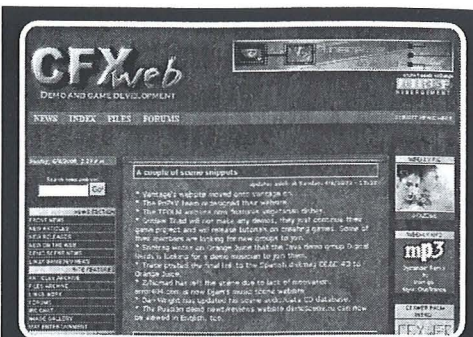
But CFXweb offers more than just news, it also contains programming tutorials, web-based discussion forums, surveys plus, as extra gimmicks, a picture of the week and an MP3 of the week, which you can even subscribe to and get regularly delivered via e-mail. Of course links (plus public statistics) are also included.

## scene city

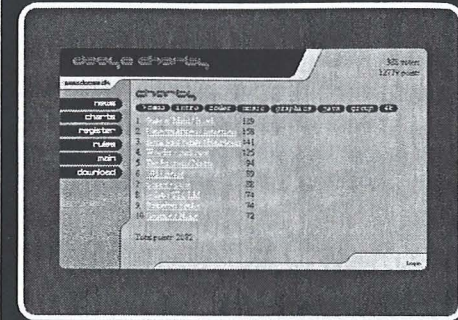
"The scene has got a new hometown!", it says right at the opening page. In fact Scene City does not make much use of the town metaphor, but is more like an online magazine, presented in an agreeable, a bit oldskool-styled design. Apart from a couple of news and short reviews, you can find interesting interviews and links here. There are also sections for general articles, tutorials (code, pixel, music), party reports, competitions, etc. The site has been done by Anhk and Sacrilege.

## demoscene.org

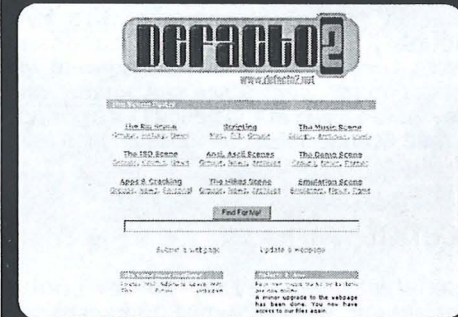
Demoscene.org, which got online on January 1st, 2000, is presented in a sparse design: on the left, there is a table with links to recent information and releases, and on the right, there is a table with news. But the lack of optical finesse is compensated by a fast loading speed, a clear site structure and a lot of new information coming in per day. As the main man behind Demoscene.org, Jeroen, is a coder, you will find plenty of programming and tech-related news on this site apart from the demoscene stuff. All news



▲ <http://www.cfxweb.net>



▲ <http://www.doose.dk>



▲ <http://www.defacto2.net>

# scene portals

is carefully edited and commented, which makes it easier for the visitor to decide what places to further visit in order to get what he is looking for.

## defacto2

Another highly interesting portal is the website of the demogroup Defacto 2. It features a fertile link collection to a lot of sites related to various computer scenes, including the hacking, warez, ISO, ansi, RIP and music scenes, apart from the demoscene.

## doose charts

The Doose Charts may be useful as well. They do not only contain top tens compiled by votes of more than 300 people but also links to everything mentioned in the charts.

Adok.

Official Takeover 2000 Party Clothing

shirt design  
made of bomb

fl.20,-  
dutch guilders  
at the infodesk

# party schedule

since there will probably be delays, this page is probably useless

## headlines

### friday june 16th

19:00 doors open, you come  
19:00 - 20:00 Czech Republic - France (2nd half)  
20:45 - 22:45 Denmark - **Netherlands**  
00:00 - 02:00 old demos  
02:30 - 04:30 movie 1 (to be announced later)  
05:00 - 07:00 movie 2 (to be announced later)

00:00 - 08:00 sleeping room available

### saturday june 17th

12:00 - 12:30 official opening  
14:00 - 15:00 animation competition  
15:30 - 16:30 tracked house competition  
17:00 - 17:45 graphics & raytrace graphics competition  
18:30 - 19:30 tracked music competition  
19:45 - 20:30 old demos  
20:45 - 22:45 England - Germany  
23:00 - 23:45 4Kb intro competition  
00:00 - 03:00 the dj party  
04:00 - 05:00 browser demo competition  
05:30 - 06:30 MP3 music competition

23:00 - 14:00 sleeping room available

### sunday june 18th

07:30 - 08:30 surprise competitions  
09:00 - 10:00 64Kb intro competition  
11:00 - 12:30 demo compo  
15:00 - 16:30 prize ceremony  
17:00 you please leave the building now  
18:00 the end of takeover 2000



# party schedule

please submit your entries before these deadlines

## deadlines

### saturday june 17th

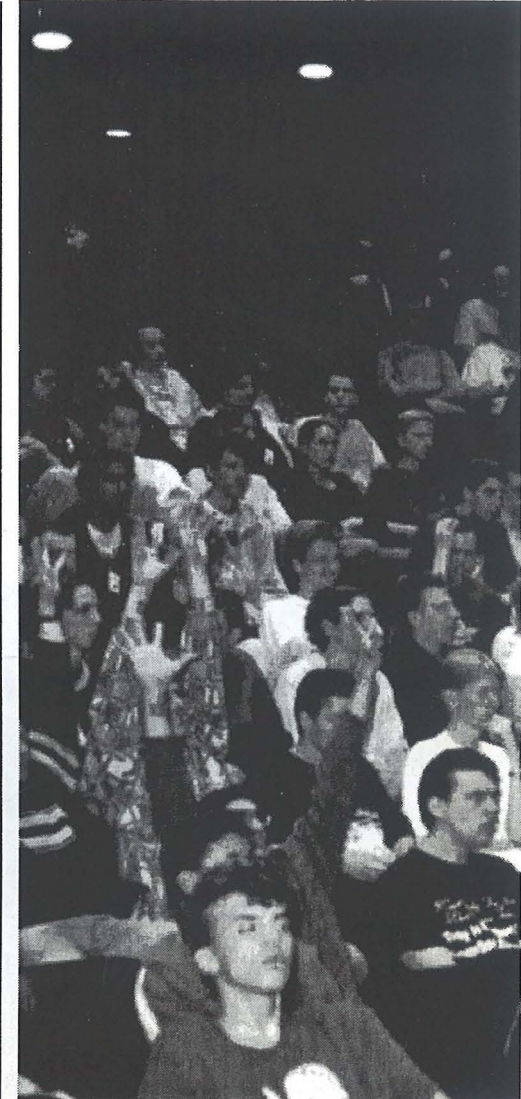
10:00  
tracked music competition  
tracked house music competition  
MP3 music competition

12:00  
animation competition  
handdrawn graphics competition  
raytraced graphics competition

18:00  
4 kb intro competition

22:00  
browser demo competition

00:00  
surprise competitions  
answer competition  
64 kb intro competition  
demo competition



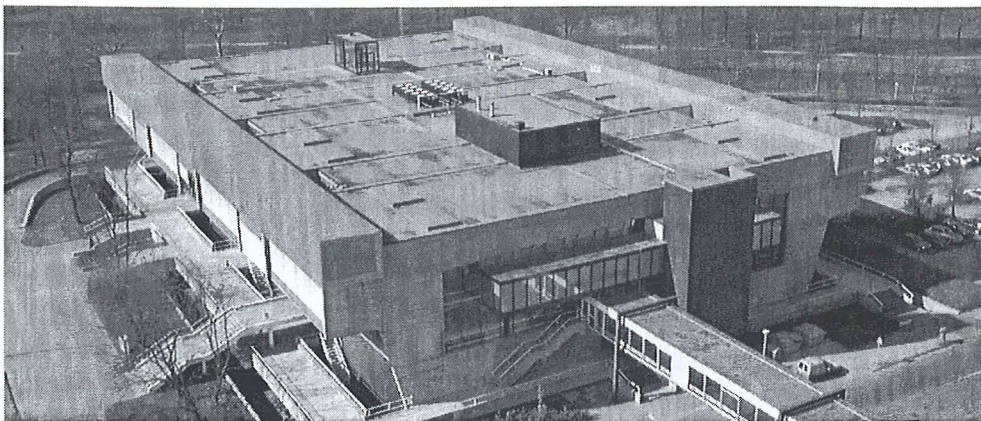
# did ya know?

some facts you didn't know?

That during Takeover 97 we had many power failures, the first one 30 minutes after we had opened our doors? - That during Takeover 98 we nearly had a complete power meltdown because of bad power management? - That if this would have happened there would be no power for at least a month at the Auditorium? - That we are very happy that that did not happen? - That during Takeover 99 we had no power failures at all? - That Takeover 99 was the first Takeover where we had to remove somebody from the party place? - That the reason for this was that this person was peeing over somebody else in the main room? - That the building you're

Technical University of Eindhoven had never seen so much network activity on the TU Network as during Takeover 99? - That Da P is actually the only Takeover 2000 organiser who is not a member of Nostalgia? - That X-97 Takeover was the first party ever where the music compo and the house music compo were split? - That Takeover 98 was the first party ever where free party magazines were spread? - That the Takeover 99 booklet had more pages than the year before? - That the party magazine you're holding now has more pages than the Takeover 99 booklet? - That Takeover 2000 is the first party where every attendant gets a free mousepad? - That 2001

▼ The Auditorium in Eindhoven, a very Sophisticated Building



now in is one of the most sophisticated buildings here in the Netherlands? - That it costed about 20 million guilders to build it back in 1966? - That on November 9th 1994 this building was actually on fire? - That it was renovated for about 40 million guilders in 1995? - That the network operators of the

**: A Takeover Odyssey** will be the fifth in the Takeover series? - That we might have a pleasant surprise for you when you attend our Fifth Anniversary next year? - That there are even chances that next year might be your last chance to visit the Takeover? ▲

28 The Electric Chair was invented by a Dentist

# competitions

competition rules generated at random by druid's intelligent compo system

## general rulez

Entries may not have been released or made publicly accessible before Takeover 2000.

Entries that show an obvious lack of quality, are insulting to other people, or break the Dutch laws will be disqualified.

Entries can be submitted via the internet. Competitors do not have to be physically present at the party place in order to participate.

A jury will make a pre-selection if there are too many entries entered for a competition.

If there are not enough entries entered for a competition, the competition may be canceled.

Official Deadlines are on page 27, but more official deadlines will be published at the Takeover 2000 website.

Competitors are allowed to submit entries after the deadlines, but the organizers can not guarantee that these entries will be included in the competitions.

Voting will be a combination of public and jury voting, except for the surprise competitions, which will be 100% jury voting.

Prizes will be handed out at the party place during the closing ceremony. Competitors that win a prize will loose their rights to this prize if they are not present during the prize ceremony.

The Takeover 2000 organization has the right to spread all entries on CD-ROM, via internet, or any other electronic or non-electronic medium.

## submitting your entry

Entries should be archived into one file, using the ZIP file format.

An entry form called ENTRY.NFO should be included. This entry is available at the Takeover 2000 website.

Information about how to submit your entry will be published on the Takeover 2000 website.

continued on next page ▶

▼ Terra Incognita by Made / Bomb, last year's Graphics Winner



29 Dolphins sleep with one Eye open.

# competitions

competition rules generated at random by druid's intelligent compo system

## pc demo competition

The demo will be shown for a maximum of 15 minutes - Maximum archived demo size is 10 Mb (i.e. 10485760 bytes) - The demo must play music - Pure animations are not allowed - Demos must run on Windows 98 with the latest versions of DirectX and OpenGL installed - Demos are not allowed to run in a DOS box - Demos may use 3D hardware acceleration using DirectX or OpenGL.



## pc 4kb intro competition

The intro will be shown for a maximum of 5 minutes - The intro must consist of one executable, with a maximum size of 4096 bytes - The intro may play music - The intro must run without additional software - DOS intros using a DOS extender must include the DOS extender in the one executable - Windows intros must run on Windows 98 with the latest versions of DirectX and OpenGL installed - DOS intros must run in a Windows 98 DOS box - Windows intros may use 3D hardware acceleration using DirectX or OpenGL.

## pc 64kb intro competition

The intro will be shown for a maximum of 10 minutes - The intro must consist of one executable, with a maximum size of 65536 bytes - The intro must play music - The intro must run without additional software - DOS intros using a DOS extender must include the DOS extender in the one executable - Windows intros must run on Windows 98 with the latest versions of DirectX and OpenGL installed - Windows intros may use 3D hardware acceleration using DirectX or OpenGL - DOS intros must run in a Windows 98 DOS box.

## browser demo competition

Java, Javascript, Flash, (Dynamic) HTML, anything is allowed, as long as the demo runs in a webbrowser - Each demo will be shown for a maximum of 15 minutes - Maximum archived demo size is 10 Mb (i.e. 10485760 bytes) - The demo may play music - The demo must run on the latest stable version of Microsoft Internet Explorer - When you use plug-ins, include them with your entry - Commercial plug-ins are not allowed, they should be freely available on the Internet - The demo will be run locally from hard disk, but it should also run from a LAN or a WAN.

## graphics competition

Raytraced graphics are not allowed - The latest version of ACDSee will be used to display the graphics - File formats not supported by ACDSee will be disqualified - Maximum resolution of the big screen is 1024x768, larger pictures will be scrolled.

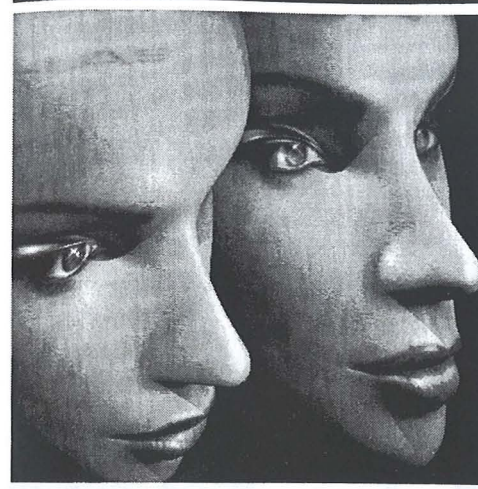
30 The longest recorded Flight of a Chicken is 13 Seconds

# competitions

competition rules generated at random by druid's intelligent compo system

## raytrace graphics competition tracked non house music

Non-raytraced graphics are not allowed - The latest version of ACDSee will be used to display the graphics - File formats not supported by ACDSee will be disqualified - Maximum resolution of the big screen is 1024x768, larger pictures will be scrolled.



## animation competition

The animation will be shown for a maximum of 15 minutes - The animation must play music - The animation must be in the AVI or MPG animation file format, or must be supplied on a VHS video tape - The most recent stable version of the Windows Media Player will be used to play AVI and MPG files. A stereo VHS video recorder will be used to play animations supplied on VHS video tape - Entries must be supplied on CD-ROM, Zip-disk or VHS videotape.

House music is not allowed (This includes dance, trance, jungle, gabber, mellow, breakbeat, drum and bass etc.) - The song will be played for a maximum of 4 minutes - The song must be stored in the XM, IT or MT2 file format - The latest version of Fast Tracker 2 will be used to play XM modules, the latest version of Impulse Tracker will be used to play IT modules and the latest version of MadTracker 2 will be used to play MT modules - Songs that do not play using the trackers mentioned above will be disqualified - Only one entry per competitor is allowed. Competitors entering the non-house music competitions may not enter the house music competition.

## tracked house music

Only House music is not allowed (This includes dance, trance, jungle, gabber, mellow, breakbeat, drum and bass etc.) - The rest of the rules are the same as the tracked non house music competition. I am too lazy to type `m all again.

## mp3 music competition

Only computer-based music is allowed (It is allowed to use samples of instruments and voices, but the song should be based on a tracked song or a MIDI song) - The song will be played for a maximum of 4 minutes - The song must be stored in the MP3 music file format - The latest version of WinAmp will be used to play the song, using the WinAmp default settings - Songs that do not play using WinAmp will be disqualified - Only one entry per competitor is allowed.

31 A Sneeze travels out your Mouth at over 100 mph



# the **art** of computer graphics



cheap style.  
easy money, hard work!

## computer art

article by wade

### art of computer grfx

It's an easy task to thrust an opinion onto others in way of scene writing. Construct a list of facts to back up a point and then arrange an argument to win support. If done correctly it is even possible to influence the reader and make them think differently in regards to the subject put forward. Other times one may even get a reaction. When this happens, the benefits of debate are clear.

Some people like to criticise the work of others without first hand experience of their cause, to demean the talent of another to feign an intelligent and superior way of thinking. This is no more apparent than in the discussion of art.

In scene terms, this refers to those people who take time to write an article in order to devalue computer illustration. In the eyes of such people, scene graphics, specifically those created with reference, do not conform to their personal interpretation of ART (One such article could be read in Issue 1 of "The Scene Press", written by AJT/Pulse and Haplo/Zuul Design).

Therefore, this article has been written in defence of scene graphics as art, offering arguments and facts intending to counteract the negativity from conflicting view points.

#### ◀ digital flower by unreal

*Last year we had a little art competition for the party magazine. We asked a couple of scene graphicians to draw a picture for the magazine. The theme: "digital flower". A couple of sceners submitted a design, and so did Unreal. Too bad he send it two weeks after Takeover, so he had to wait a year before his work was published.*

### what is art?

**art n.** *creation of works of beauty.*

This is how a common English dictionary would define the meaning of the word "art", but this seems unsatisfactory for some. As scene graphics seldom resemble paintings in a gallery, they will not be considered "real art", because reference is used to reproduce an existing motif, the gfixer has failed to create something.

It is clear from Cougar's high place at TP8 with his scanned oil on canvass creation "X-In Oil" that sceners will judge this way; persuaded by traditional interpretations of art.

However, art does not limit itself to painting, nor to the creation of visual stimuli. Art covers the act of creation and recreation, from acting to writing, to simply combing one's hair.

But here is where the problems arise, opening doors on opinionated debates: There are stigmas attached to informal art, examples being: graffiti, dance music and in our scene world, computer graphics. An explanation for this is that art has been misconceived as a link between tradition and heritage; valued more with age.

An operatic or ballet performance will attract audiences in their millions, yet a break dancing or skateboard display just doesn't hold the same prestige. Why? Is it because standing on one's toes requires more effort and dedication than is needed to perform a head spin or double somersault from a halfpipe ramp? Of course not, but there are people who like to associate themselves with circles

continued on next page ▶

# computer art

this article will also appear in the next episode of Hugi magazine



of seemingly greater intelligence and sophistication. A middle or upper class person such as a politician or company director could never allow himself to be seen in circles of lower class, applauding skateboarders or admiring a mural on a public wall.

It all comes down to image, how a person wishes to be seen by society.

It's an attitude that has started to circulate within the scene. Wannabe art critics in the scene are getting a little too pretentious with time. They claim to see the Emperor's new clothes, they probe the depths of puddles and judge the 4th dimension. It's a case of seeing the non existent to appear wiser than the average person.

Originality and variation is a great thing, even essential to progress, but if one has a true talent for identifying good art, the variation will be apparent in many forms other than those that are most obvious.

## overused motifs?

Fantasy art, portraits and female figures are just three overused motifs in our scene. Nearly every established gfxer has created such a picture at one time or another. But those that progress and those that can be considered good artists are those who represent the same motif in an original way.

Take Facet, Danny, Ra, Fairfax or Made. Each of the aforementioned names will conjure an image, an identification of who they were and what they did. Yet, they all copied motifs and all used reference, but are represented by their exclusive, self invented

◀ "X in Oil" (excerpt) by Cougar

# computer art

▼ "Shun" by Saffron



▼ "Spring of Life" by Socrates



▲ Now is this Art or What?!

style; from dithering to palette arrangement.

"Most bitmap artists do not **create** their own pictures. They usually choose a photograph or some kind of already existing picture and translate it into a video screen display." AJT & Haplo.

They may not have invented the motif, but have created the processes used to reproduce it and have conceived a new way of observing the image.

As with ballet and opera, they are re-enacted in the modern world to preserve their appeal. The stage, the performers and in some cases the language is adjusted to suit the audience, to reincarnate the original idea that would otherwise have died alongside the creator.

"It is just some kind of ugly copy job, mainly because we change the medium and lose the interesting aspects of the original piece of art."

The medium has changed, but the qualities haven't necessarily been lost, just replaced with more adaptable techniques. Instead of brush strokes, the gfxer will use dithering techniques, creating either a gradual flow of colour or a rough textured look. Therefore, they have **created** these aspects and represented the image in a way which the original artist did not.

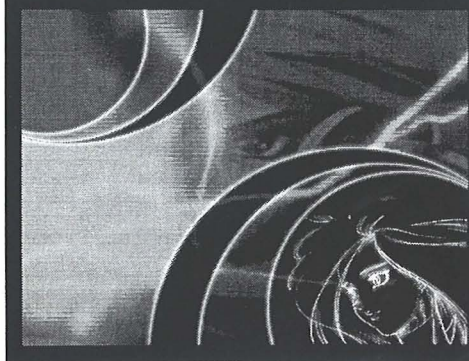
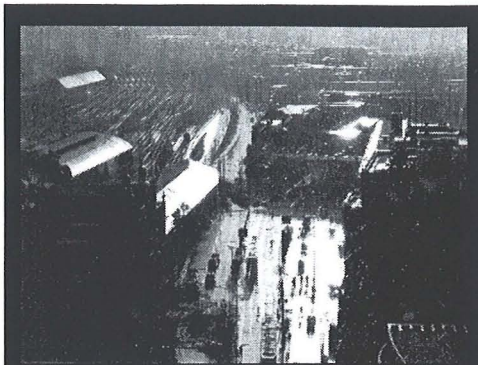
An original subject isn't the only factor in art. How many times has a landscape been crafted onto canvass? How often has a religious theme dominated an artist's career? And how frequent are portraits in the "real world of art"?

## original motifs?

There are very few artists who have constructed an original motif. John Constable, Claude Monet and Leonardo DaVinci are each "guilty" of copying motifs and each used

continued on next page ▶

# computer art



reference to assist their work. The only difference is that they copied from a living subject; a model, a place or a table top arrangement.

Sceners have to adapt to their circumstances. One cannot take their computer to a scenic landscape, neither (despite Louie's claims) is it likely that a mere scene artist can hire a model to pose for him. Therefore, a scener has to use what is available and practical, in the form of magazines, photographs or books that can be picked up and used when inspiration is forthcoming.

Contrary to popular belief, a picture of reference is not an instruction manual. It doesn't inform the artist of how to blend colours together, to smooth edges or even how to convey the detail by using pixels. One should be able to admire the effort used to recreate an image, the mentally taxing job of translating lines, colours and texture to a screen by means of a mouse. Gfxers have to observe the image in detail, defy the limitations of resolution and the restricted colour. The technique of deluding the onlooker's eye with varied shades, specifically angled lines and curves is an art unto itself. No one can learn this from a photograph, not even the world's best painters.

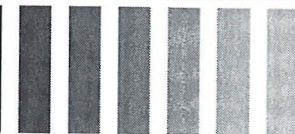
Another factor to consider when comparing scene gfxers to established painters, is that it can take a famous painter an entire life time to accomplish his/her greatest work, and even they started their career by imitating their idols.

## ◀ wallpaper competition

*Some entries of the "wallpaper" competition that was held on Takeover 99. In this competition there were little or no rulez. In other words: everything is allowed. Just make sure it's art.*



# computer art



The majority of gfxers in the scene have been painting for no more than ten years, some only five. Look at what they have achieved within this time. Even if they were willing to dedicate their lives to their work, the rewards would not be worth their trouble. A flattering review in a scene mag, the reimbursement of their travel expenses to a party or the prestige of a number 1 spot on the charts. It hardly seems worth it.

Even now, there are gfx artists who will set aside their entire free time, to their computer interest, taking years of their life to learn the techniques to do so, and further years advancing their quality. How insulting it is to read an article by a mere observer stating that their efforts have been wasted, that they haven't created art at all, but some ugly duplication of a photograph.

There are gfxers who still use a motif and produce some awful depictions. Lousy shading, garish colour, smudged outlines and bad proportion are only a few examples of where a gfxer can go wrong. The motif cannot constitute a good picture if the artist lacks talent.

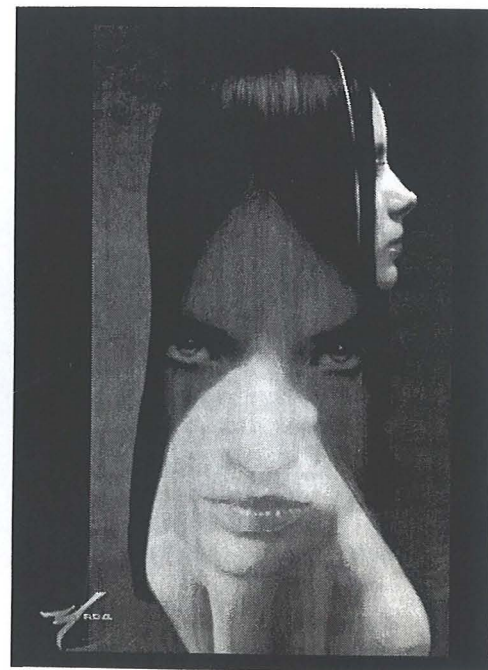
If one does nothing more than add manipulation effects to a scanned picture, it can still be considered art, because the picture has been altered, a new dimension has been created. Of course, this is bad art because little is improvised, and what is new to the picture hasn't required much in the way of vision or effort.

When judging a computer artist, one must be willing to give appropriate credit. The motif, if copied cannot be credited to the gfxer, neither can manipulation effects, scanned palettes and outlines. What the gfxer deserves credit for is everything he created and applied

to the screen. Thoughts, technique, mood, colour, composition and perspective, the principles that decide whether the picture looks good or bad.

The more the artist creates himself, the more merit he deserves. A picture or artist cannot be judged by his inspiration alone. Everybody takes inspiration and reference from the more proficient, up until they are the ones serving as inspiration to others. This is what is known as evolution and this is how they exceed the limits.

Wade.



▲ "Teardrop" by Wade



## nederland zoekt met www.track.nl

Track is de snelst groeiende zoekportal voor het Nederlandse deel van het Internet. Dagelijks vinden duizenden mensen hun weg op het World Wide Web met behulp van Track. Daarbij koppelt Track het zoeken en de redactionele inhoud aan elkaar. Een bewuste keuze. Want evenals de meeste Internetgebruikers hechten we bij Track veel waarde aan een site die gebruiksvriendelijk zoeken combineert met interessante en actuele inhoud. Juist die combinatie van zoekmogelijkheden, redactie en actualiteit maken Track tot een vernieuwende zoekportal in Nederland.

## intelligente zoekdienst

De Internetgebruiker kan met Track het Nederlandse deel van het Internet doorzoeken met de razendsnelle en intelligente zoekmachine. Zodra de bezoeker een trefwoord of zin heeft ingevoerd, wordt er direct gezocht naar de meest onderwerpgerelateerde sites. Ook kunnen bezoekers gebruik maken onze Track Rubrieken, een zoekindex van Nederlandse sites. Deze index geeft talloze links per rubriek, zoals vrije tijd, cultuur en zakelijk. Bovendien maakt Track gebruik van een regionale index. Deze biedt de bezoeker de mogelijkheid om bijvoorbeeld de zoekopdracht te beperken tot sites in een bepaalde stad of provincie.

## sterke redactie en handige gidsen

Elke dag brengt de Track redactie actueel nieuws uit binnen- en buitenland en op het gebied van economie, cultuur, Internet, sport en human-interest. Daarnaast heeft Track een eigentijds magazine in huis: SurfTrack.

Hier treft de bezoeker een breed scala aan van prikkelende items en onderwerpgerelateerde links in een pakkende en eigentijdse vormgeving. Maar de service gaat verder. Zo bieden de 'Handige Gidsen' een keur aan servicelinks, bijvoorbeeld voor het zoeken van telefoonnummers en het raadplegen van routekaarten.

Ook wordt de laatste file- en weersinformatie aangeboden en natuurlijk mag de IVIS-snelheidsmeting niet onvermeld blijven. Met IVIS bieden we een unieke en veelbezochte dienst, waarmee de bezoeker de snelheid van providers en websites kan meten.

Tot slot verdient de Track Mailinglist zeker de aandacht. Nu al houden we wekelijks tienduizenden abonnees via e-mail op de hoogte van nieuwe links die worden toegevoegd aan de Track Rubrieken.

## actualiteit en technologie

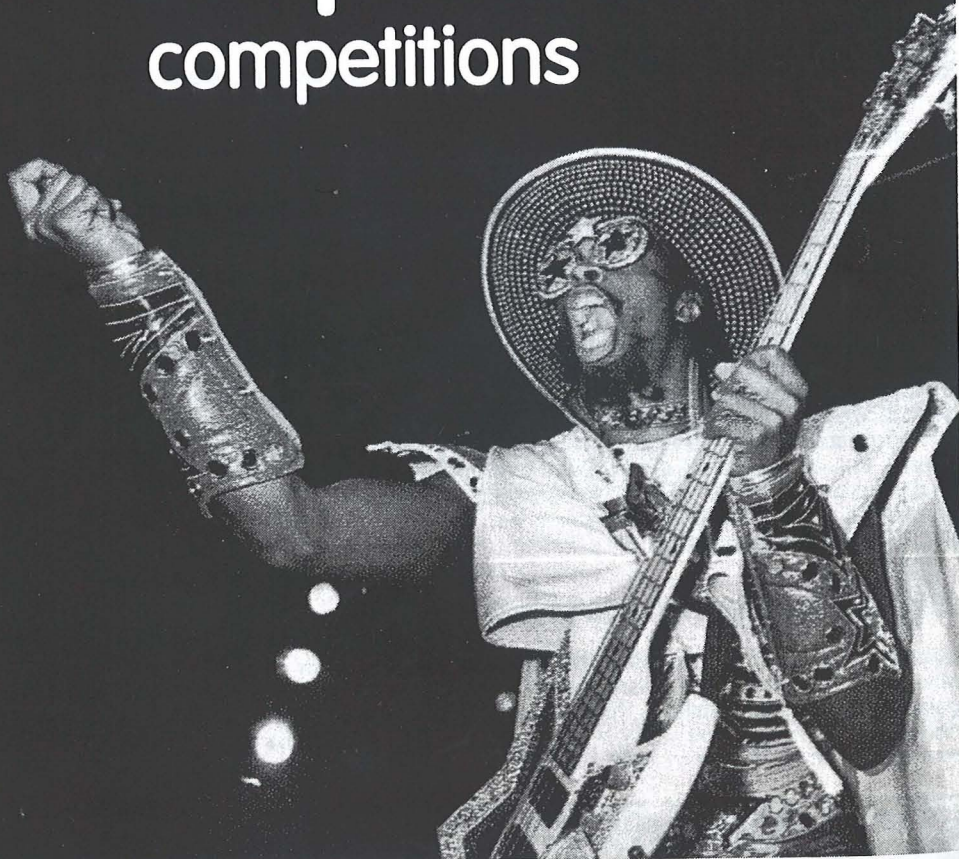
De full-text database die Track van nieuwe links voorziet, wordt elke twee dagen geactualiseerd, de zoekindex wordt dagelijks opgeschoond en de redactionele inhoud en links worden constant up-to-date gehouden.

Deze actualiteit geldt uiteraard ook voor de technologie achter Track, die samen is ontwikkeld met de technische universiteiten van Brabant (KUB) en Delft (TU). De structuur van Track is flexibel opgezet, zodat we snel in kunnen spelen op nieuwe ontwikkelingen. Daarnaast zorgen onze deskundigen voor de continuïteit en de kwaliteit van Track.

Door de snelle groei van het Internet wenst de gebruiker namelijk steeds meer en specifiekere zoekmogelijkheden. Track ontwikkelt om die reden regelmatig nieuwe zoekopties.

this page is left intentionally not blank

# bad taste? the takeover 2000 surprise competitions



## surprise!

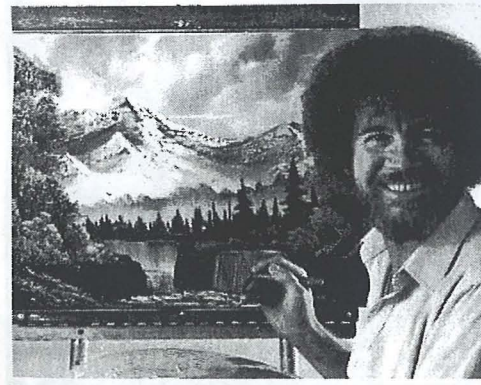
surprise competition rules made up by people with bad taste

### bad taste?

This year's surprise competitions are all about bad taste, and how good your are at creating some. Admittedly, the surprise coding competition is more like a fast intro competition, but we couldn't think of a better way to preserve the theme. We hope you enjoy participating as much as we enjoyed devising it!

### surprise graphics competition

We all know the late Bob Ross, the best combination of painter, story teller and TV-personality ever. His "Joy of Painting" is known world wide, and everyone has heard of Bob's "little friend" trees, or "happy little" clouds, painted with Van Dyke Brown or Phtalo Blue. The goal is to make a handdrawn picture that looks like a landscape in the style of Bob Ross. Smudging is not allowed, the rules for the normal graphics competition apply. The graphician who captures the atmosphere of a Bob Ross painting best will win the competition.



And remember, Bob himself once said:

*"If you've painted before you know that we don't make mistakes - we have happy little accidents".*

### surprise coding competition

In musical history, not many music styles produced such illustrious persons like George Clinton and Bootsy Collins (you might remember him from the X'97 Takeover flyer). Masters of P-Funk, they made history with their outrageous outfits of glitter (**much** glitter), large sunglasses and brightly coloured boots. Your goal is to make an intro / video clip in the style of P-Funk, using the music we supply (you can find the MP3 on the website). Except for size (which can be 10Mb), the rules of the 64 Kb intro apply. The coder who makes the best P-Funk intro will win the competition.

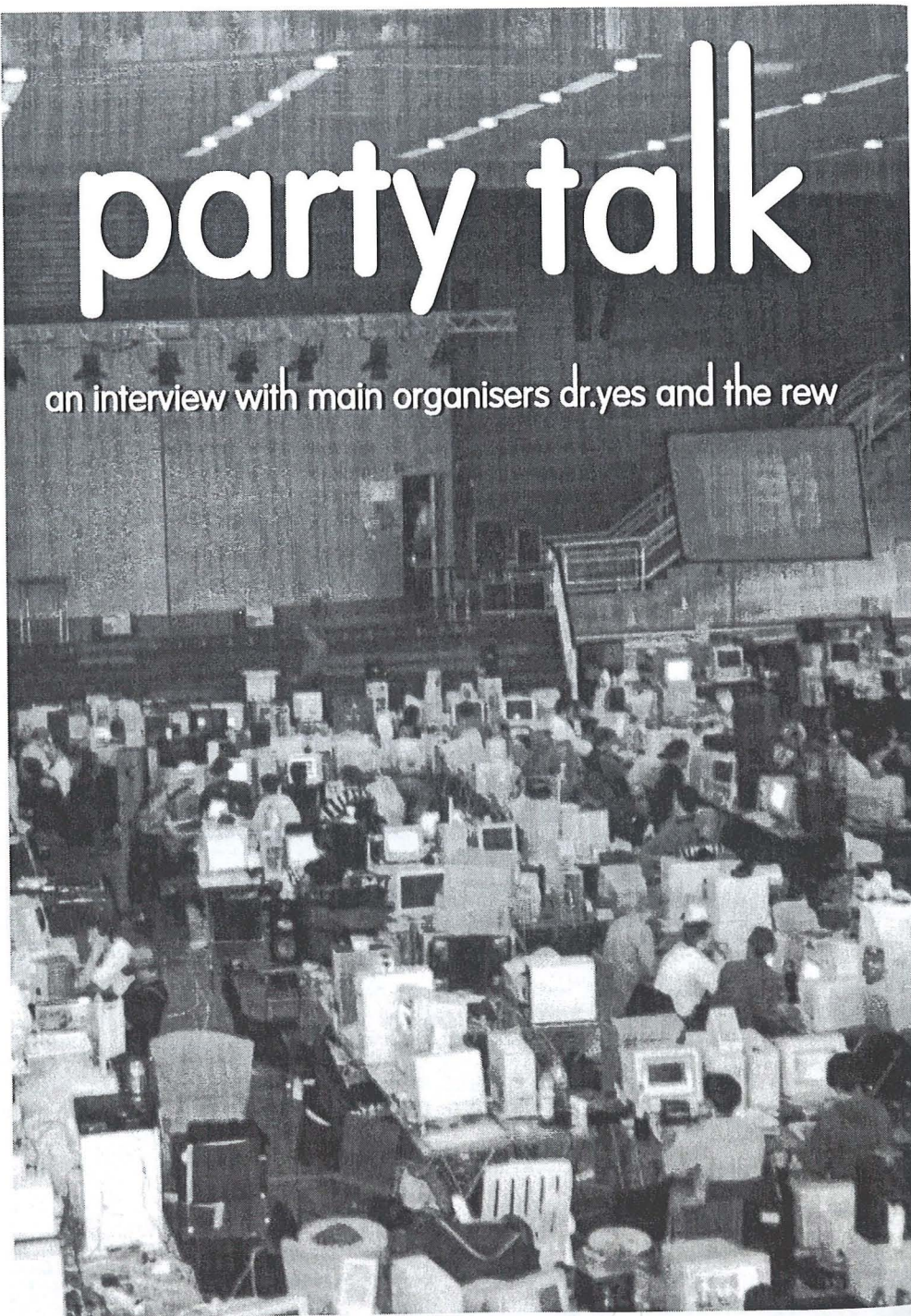
### surprise music competition

Dirndel dresses, lederhosen (leather trousers) and hats with a red brush - not easily people can look more ridiculous. In the south of Germany and Austria, they make an art out of it by eating bratwurst (sausages), drinking beer and listening to Schlager music. The goal is to create an authentic German/Austrian Schlager song. If you don't know what Schlagers are, take a peek at our website where we have a short course Schlager music in the form of a 5 minute movie. The format can be tracker based or MP3, the rules for the normal tracker based music and MP3 compos apply. The musician who is best able to catch the Schlager spirit will win the competition.

◀ happy little Bob Ross ▲

# party talk

an interview with main organisers dr.yes and the rew



## party talk

interview by druid of nostalgia

Demoparties are the glue that keeps sceners from all over the world sticking together; a few days of fun, no sleep, lots of noise, but best of all - scene. To conjure up a few extra pages for this partymag, we had a little chat with the main organizers of two of the most popular parties of this moment: Dr. Yes, organizer of the French LTP parties, and The REW (we mysteriously lost the name of his party, ed.). And we talked about parties.

### then and now

A scener never forgets the first party: all those people, all that noise, all those computers - simply overwhelming. The REW's first party was Bizarre '94, a Dutch party. "Nostalgia had just been founded, and I believe it was the first Dutch scene party around. Back in those days the Dutch scene was being born. The PC scene that is, cause there was still a big difference between Amiga, C64 and PC.", he says. Bizarre was followed by the X parties, and of course the famous SIH (Somewhere in Holland) party. "Those were great days. I made a lot of friends back then.", tells The REW.

"I always say that all parties are alike: you bring your stuff and make fun. So whether or not a part is cool more or less depends on yourself. Of course, some parties are better organised than others, but I say that a bad organised party should not disturb your fun...", he explains.

Dr. Yes tells about his first party, a small one, called Pulsar '90, in Saint Etienne (France). "I was in Fremem and Polaris as an intro coder on the Amiga. Until 1996 I lived on Oléron Island and it was very hard to know the party-calendar. It was an Amiga-Atari copyparty at first, located in a big nightclub, but they

displayed demos on the big screen during 2 days :). For about 6 years my scene activities slackened a bit, primarily because I was far from Paris and maybe because I was too busy at school to go to parties. Shame on me."

On a party called Saturne Party 3 he met Gryzor, Snés, Titan and Made in real life. "They are some of my best friends now ;). I think if a party is bad then lot of people know it very fast and don't come the following year.", he says.

On to today's parties. Yes: "I think that demoparties have changed a lot. Too many gamers, big sound systems etc. However, just as in the past you can find lots of people who come, just to speak with the others. It's amazing to meet guys you haven't seen for 2 or 3 years. Of course the scene adapts itself to new hardware but I don't know why some people say the demoscene is dead. Agreed, it's not as in the past, everything changes, but the passion is still there."

"I think parties haven't changed much. It's the scene that's constantly changing. They're adapting to new hardware, so the limits of creating demos is constantly changing. Also, the scene's adapting to new technologies, so new competitions like MP3 compos and Java / Flash stuff is introduced to parties.", The REW explains.

One thing that does surprise him is that nowadays, people are easily annoyed by the noiselevels on a party. He says, "I made quite some noise myself actually. I mean, at home I had big speakers that I couldn't open full - I've got parents you know... but at parties nobody complained. Great."

continued on next page ▶

## dutch parties

Dutch parties are the most important parties. There. We've said it. The REW talks about his experience in the Dutch scene: "We've had a whole lot of parties here in the Netherlands. Like I said earlier it started with Bizarre (being the longest running scene event here in the Netherlands), but we also had the X series (followed by Takeover, ed.) organised by Success. Back in the old days Success also used to organize scene-meetings in Buurthuis Einstein (Utrecht, ed.), the same location of the X-parties. It was great fun, and the Dutch scene was small and everybody knew each other. Later came the Ambience parties in Venlo, of which I visited only one. And of course we had the lo-res party in Amsterdam. I paid like 50 guilders just to get in, and already left after 2 hours. It was freezing at this partyplace! No joking!"

Dr. Yes explains that he has only been to one Dutch party: The Takeover in 99. "Amazing organizers, very friendly. It was very nice to meet Vic, Statix, the TBL guys and some of the best demomakers, but there were too much gamers for me, and the sound was way too loud. 'Hey guys, are you talking to me? what? repeat please! what? HEY suckers I will break your sound system and your playstation! STOP IT.' :)"

## french parties

Being from France, Dr. Yes has attended a lot of parties in that country. He tells about his experience on parties like Saturne, 3S, Volcanic, Garden Party and ARf. "All were very nice, even though Saturne experienced

power problems and Volcanic started to be very commercial (too many gamers inside too). It was very great and of course the French scene is very productive. It's a friendship scene afterall."

The REW has only been to one French party, LTP3, last year. "We went with a couple Takeover organisers and it was quite nice, although I spent more time in downtown Paris and the hotel than on the actual party place. What I remember most was that it was completely dark in the party hall, it was warm, completely silent - and that the organisers announced proudly that they had kicked out a guy who was actually playing a game."

## big and small

Is Big good? Is Big bad? Do we all prefer small parties with 100 sceners at most or do we absolutely thrive on a partyplace with 4000 people?

"I've been to a couple of big ones as well: I went to The Party in Denmark twice. Can't remember which ones though. I do remember that the first time I went there we were with a bustrip organised by the Dutch Scene Legends Hypnosis. Those who were with me on that trip will know what I mean when I say that it was a complete disaster. There were too many people, with too many equipment. Didn't fit. On top of that we were supposed to pick up another handfull of sceners in Groningen, in the Northern part of Holland, but we never stopped there. At the party in Denmark we thought about releasing a fun intro called Hyp-nobus. Hahah!" says The REW while laughing out loud.

"The party itself was big. Very big. A lot of people. Too much people in my opinion. And

too commercial - I remember I had to pay money to get a piece of paper with the deadlines on it. Amazing. Though it was fun to meet sceners from other countries that had never heard of Bizarre or X. The year after we went again.", The REW says. "Don't ask why. I remember that there were at least one hundred Dutch sceners, and Acme, Logic Design, Analogue and ourself were all preparing to release a demo. But for some vague reason, our demo, Acme's demo and Logic's demo were all disqualified! You can imagine that we were dissapointed. Actually, we were so dissapointed that we decided to host a party in Holland. You all know the rest of the story."

Yes talks about TP3 and TP7: "First time I was at The Party it was with a Dutch friend. We took the plane at Paris and I think it's the worst party I've ever seen. I spent 2 days to be in a small place - with a lot of drunk people. A true nightmare. But TP7 was very nice. We

have organized a bustrip (2 buses - 10 places each) with Gandalf / Pulse from Paris. Only him and me were allowed to drive the buses and it was very hard. 15 hours on the road to go and 15 too for the way back. Very very hard. I slept 2 days after that - but the party was amazing. Lots of cool people like the guys from TPolm and Pulse. Maybe the party was a bit too big for me though - I prefer small parties only with scene people."

"The advantage of small parties is that there's only scene people attending. Nowadays small parties are great, cause they remind me in a way of the parties I went to in the past.", The REW says.

"Like I said just before I prefer small parties. In France the small parties are very nice because we spend days to speak with the others. Coooo!! :)". Dr. Yes smiles.

continued on next page ▶

Takeover organiser Sparcus explaining secrets of a succesfull party to Dr.Yes.



## good parties

So what's a good party? Lots of entries? Lots of people? Lots of booze? Lots of everything? Let's ask the experts:

"For me a good party is one where people enjoy to be and will attend again the following year. A party where they can swap their ideas about the scene. A party where there is a decent sleeping room, cheap & good food, clean toilets and a good voting system. If you want to know I don't think that LTP is a good party, maybe because I think that it isn't perfect :)", Dr. Yes laughs.

"I agree with Yes here" says The REW. "On one side, a good party is a party of which people say that it was great and that they will attend again. Also, a party that has lots of great releases is a good party, cause all the sceners who didn't attend rate a party at the quality level of the releases.", The REW explains.

"But on the other side a good party is a party that has no power failures. It has interesting sponsors involved. It has cool performances. It has a good 24 hours catering service. It has good sleeping facilities, clean toilets, a good voting / competition system, good audio/visual equipment, cool party T-shirts, a free booklet at the entrance, a reliable network and nice prize money. And remember, there's only prize money when all costs involved have been paid. And all these things are responsibilities for the organizing team. So in fact, you have it all in your own hands.", he says. "When the organizing part is ok, then the rest will come automatically: people will enjoy being at the party place, and the scene party atmosphere will come."

## main organizer hell

Covering the costs is the biggest issues for a party organizer: will enough people show their face to pay for all the expenses? Nightmare nr. 2 is a probably a powerfailure (or maybe even more than one!) or other technical difficulties.

Dr. Yes tells: "The first party I've organized was the Sea, Sex and Beach party in 1991, at Oléron Island - but only with 15 attenders! It was a nightmare lasting 2 days. All the sceners who said that they would come didn't. I lost lots of money in this small project. But the worst nightmare was during LTP3: the Atari and Amiga computers weren't supported by the videoprojector. But that will be fixed with LTP4. I hope that lot of people will come (hehe LTP was full last year :)). Maybe the only real distaster that could happen would be a LTP party full of gamers :)"

"I'd say that my two worst nightmares are ending up with financial problems, or having major power failures. Breakdown of audio/visual equipment (the bigscreen) is a hell too. But since those things are all pretty much covered at Takeover, I think my worst nightmare is a meteor crashing the Auditorium on Saturday June 17th....". The REW shivers.

## the future

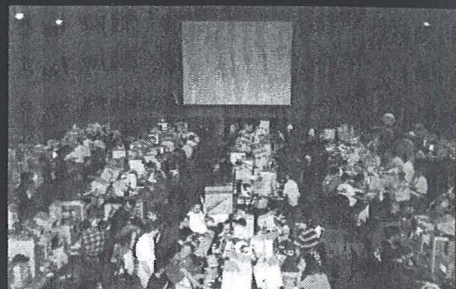
What will the future have in store for us? Will there be a scene? Will there be parties? Will there even be computers as we know them? No-one can really tell, except of course today's guests: REW and Yes.

The REW takes a crystal sphere out of his bag, puts it on the table, and stares to it for some time. Then he starts talking: "As long

there's a scene, there will be parties. Big parties, small parties, good parties and bad parties. Parties will end, new parties will come. Like I said earlier, if you compare parties from the past with parties from now, the only difference is the scene. So the scene itself will determine what future parties will be like. If I take a look at Takeover, we started back in '97 with about 350 sceners. Over the past years, apart from sceners, Takeover attracted a lot of gamers, and even Internet freaks who came to Takeover just for the network. And what I've heard now is that more and more hackers are getting interested in joining Takeover. We'll see.", The REW says.

Yes takes the sphere from the table, looks at it for some time and says "This sphere is fake. But from my own experience I can say that The Demoscene is what you do with it. I hope that a lot of people will start to organize a party, produce demos or start a new scenegroup. It's a scene life you know, so if you are reading this small interview in front of a Quake or a Halflife screen then I hope you will stop. Everybody should try to make good musik, graphics or code for the demoscene community. I hope to see your name on the bigscreen soon"

▼ picture 1



▼ picture 2



▼ picture 3



## trivia time

Which of the three pictures shown in the column right was **not** taken at a French party?

Please send your answers to [yes@ojuice.net](mailto:yes@ojuice.net), and maybe you are one the lucky winners who will win a free inflatable sheep (very popular in the French scene).



# the dj party

text and interviews by druid / nostalgia

As you might have read on our website, this year's Takeover will feature a very cool event in the compo hall, or Blauwe Zaal. Starting at midnight, on Saturday the 17th of June, 4 DJ's will give their best, over 3 hours long!

Niels de Wit a.k.a. Plek of Trinity, Dennis Krul a.k.a. Dweazle, Michel a.k.a. TripleM and Sanne Schreuder a.k.a. AppelZAP will spin two turntables, just to keep you happy!

## dj plek

Niels, also known as Plek, of the demogroups Trinity and Kibosh, had always wanted to do something with music. During the days of the "gabber" style (a particularly interesting branch in the Dutch line of terror-house) he and some friends thought of ways to find a spare turntable - none of which succeeded. He then bought two decks and a cheap mixer.

After one year of playing around with gabber,

the activity lessened - and during a period of half a year, nothing was accomplished, till Niels thought it was time to buy decent equipment. From this moment on attempts were made to get the attention of the populace: demotapes, little demonstrations, a few gigs at friends' parties, etc.

His favorite style is along the lines of "alternative house", preferably, as Niels says, the 'progressive and funky stuff', which originates from the United States and France. From time to time, he also likes to play commercial house, especially trance.

## dj triple m

Michel, also known as TripleM, has witnessed the total chaos that is Takeover before - he played on Takeover'99.

TripleM has been spinning the wheels for over 2 years now - he rolled into it when he saw a DJ playing and couldn't stop thinking

# the dj party

about it. While he already had a mixer, Michel saved money to buy a pair of neat & decent ol' Technics drives, and started practicing.

TripleM finds it hard to categorise the music he plays - but what he plays most is referred to as "club", or "high energy club" as Michel puts it, due to the "happy and uptempo" nature. Most of his records originate from the Netherlands and Belgium, sometimes from Germany or even, however rare, the United Kingdom. Sometimes TripleM also plays "trance", coming from the Netherlands and Belgium.

Michel made First Contact with the scene during his performance on Takeover'99, to which he was invited by Takeover organizer Da P. When asked whether he liked this event, Michel replied: "A club or disco is something entirely different, but this is actually quite fun! When the music is right, it seems like everything else is too." Quite a nice motto to live to, don't you think?

## dj sanne

Sanne rolled into the scene four years ago, being notified about it by a cousin who goes by the handle of LeD. A former member of Superstition and now a member of a new group called E-Sense, she regularly sings a line or two for scene-musicians, and even composes herself. By the way, the handle "AppelZAP", is derived from the dutch version of "applejuice".

Sanne was toying with the idea of becoming a DJ long before she actually got there, and it has been going on for a few months now - "Quite a short period actually, everything is going much faster than expected", she says. AppelZAP has learned the tricks of the trade

from the hands of DJ Van Wells, who resides in the pitoresque city of Amsterdam. At the moment, Sanne's main playing-genre is somewhere along the lines of "2-step" and "speed-garage", but she also plays other styles, such as trance; she doesn't plan on limiting herself to just one thing.

## dj dweazle

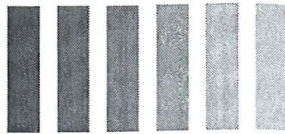
In his early days as a DJ, Dweazle played on a few parties at school. When he a guy who performed at drive-in shows, the number was already increasing - and together they played on even more parties. At that time Dennis only played cd's, and, although he had heard about the famous Technics sl1200 series, he wasn't really interested by it - until Dennis got the chance to try out the "real thing". After a few months he bought two secondhand drives, and after a year of saving up money, two Technics turntables.

When asked for his favorite style, Dennis says that it's hard to come up with one, as the music he plays usually reflects his mood. At the moment, however, he's a big fan of the "progressive" line of house, which is a new combination of techno, trance and club. Dennis is convinced progressive house will be the genre of this, or the next, year.

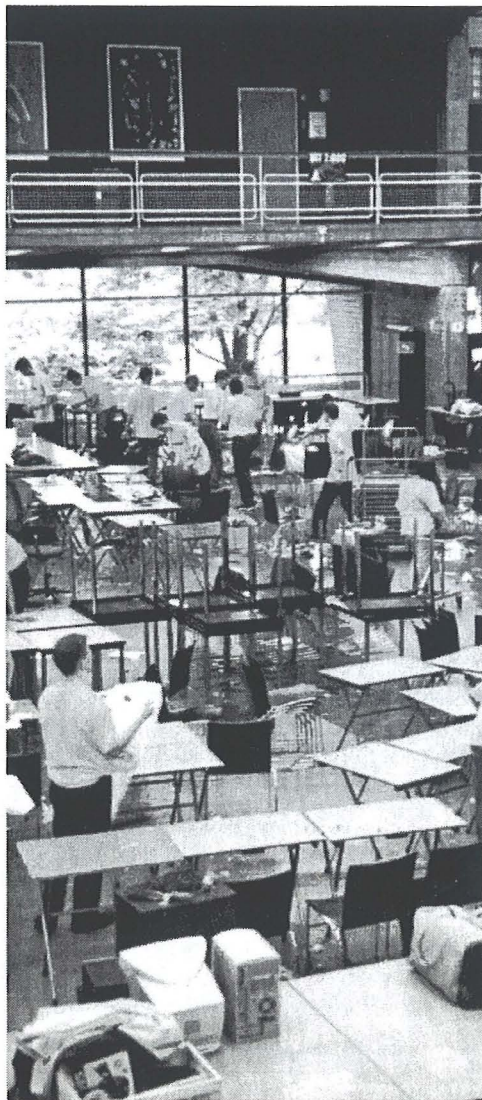
Dweazle, currently a member of BMP, started his scene career as a member of TXA, or The eXtreme Artists. In this group he drew ANSI graphics with TheDraw and later on released some music as well. When TXA died due to lack of activity, Dennis joined Sound Alliance where he stayed for one and a half years, before he crossed the street and joined BMP.

▼ DJ TripleM doing his thing during Takeover 99





*some nice words spoken by your main organiser*



## ...come to an end.

The last page of the party magazine is traditionally reserved for some kind words to those who have made this party possible.

I think it is needless to say that organising an event like this is quite complicated, takes a lot of effort and you need to have a great team of fellow organisers. I must say that this year's organising team is one of the best I have seen - it made my life as a main organiser a big deal easier. So, **Kilian, Pim, Mark** and **Michiel**, thanks a million! *We hebben het weer geflikt!*

I would like to thank the following people for their great support:

*Alex Evans - Alex Kooijman - Andre Adams - Andre Koopal - Arjen de Koning - Bas ter Burg - Camille van Schelt - Carlos Pardo - Christophe Le Sage - Christophe Résigné - Claus Dieter Volko - Cliff Alberts - College van Bestuur - Dan Hammonds - Dennis Krul - Dennis Roos - Ernst Hooijer - Ernst Makreel - Frank Scheelen - Franklin van Velthuizen - Geertjaap Scherpenzeel - Jeffry Sleddens - Martijn Meerts - Matthijs Tempels - Michel Hendriks - Niels de Wit - Paul van Pelt - Rob de Wit - Sanne Schreuder - Stack Crew Members - Stefan van den Berg - Steven ter Heide - Wojtek Podgorski.*

I love you all. See ya next year. It's going to be bigger then.

The REW of Nostalgia  
Takeover 2000 Main Organiser

(june 7th 2000)

