

ON FINISHING STUFF

PERSONAL REFLECTIONS ON DELIVERING CREATIVE OUTPUT

THOMAS MANN @PIXTUR / NVSCENE 2015



POLISH



FINNISH!

POLISH



FINNISH!

POLISH

?

DISCLAIMER



Colorful Tulips by [Petr Kratochvil](#)

MAKING DEMOS



KC-DEMO

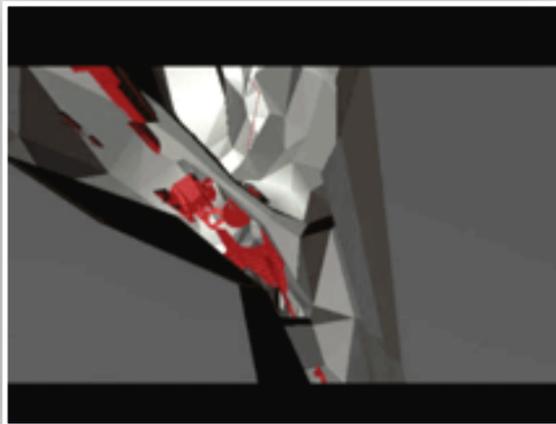
1990 / KC87



OMG, IT
WASN'T ME!!!!

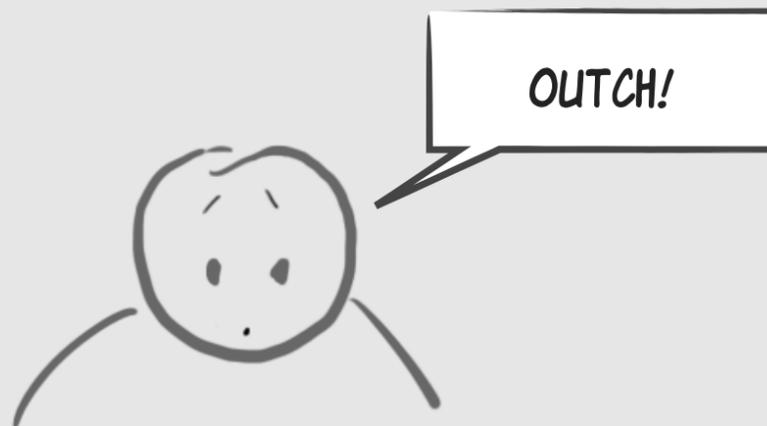


10 YEARS LATER



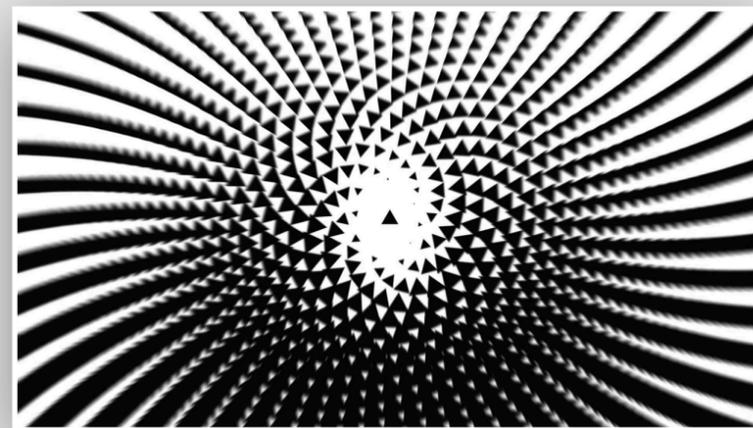
KASSIOPEIA

2002 / DEMO / (PREVIEW)



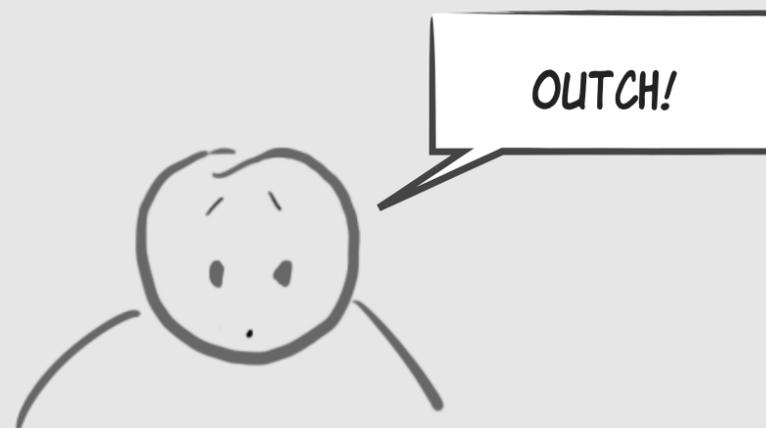


10 YEARS LATER



INTRINSIC GRAVITY

2014 / PC-DEMO



ANOTHER 15 YEARS...

THIS WAS SOOO STRESSFUL!
WE DIDN'T EVEN FINISHED.
BUT WE RELEASED IT.



OUACH →

intrinsic gravity	by Still [web]	🔥🔥🔥🔥🔥	[code, design]	🚩
meet the deadline	by Still [web]	🔥	[design]	🚩
rocket science	by Bauknecht [web] & The Electronic Knights (plus4)	🔥🔥🔥🔥	[graphics]	🚩
new	by Still [web]		[shaders, hacking]	🚩
eternal dream of beauty	by Still [web]	🔥	[design]	🚩
calcifer	by Still [web]	🔥	[design]	🚩
passing dubai	by ill [Graphics, Other (editing)]			🚩
square	by Still [web]	🔥🔥🔥🔥	[Graphics (design)]	🚩
scene.org awards 2012 intro	by Still [web] & scene.org [web]		[design]	🚩
beta	by Still [web]	🔥🔥 🏆🏆	[Other (sync)]	🚩
finally inside	by Still [web]	🔥🔥 🏆🏆🏆	[Graphics (design)]	🚩
youshould	by Haujobb	🔥🔥🔥🔥🔥🔥🔥	🏆🏆🏆🏆🏆 [Graphics]	🚩
trendwhore	by Still [web]	🔥	[design]	🚩
passing	by Still [web]	🏆	[Graphics (design)]	🚩
the seeker	by Still [web]	🔥🔥🔥 🏆🏆	[design]	🚩
invoke	by Still [web] & Conspiracy [web]	🔥 🏆	[Design]	🚩
ferner	by Still [web]	🔥🔥🔥	[design]	🚩
malewitsch	by Still [web]	🏆	[Graphics (design)]	🚩
iso9241	by Still [web]		[Graphics (design), Other (direction)]	🚩
above	by lkcc [web] & Bauknecht [web]	🏆🏆	[Graphics (design, sync)]	🚩
perfect love	by lkcc [web] & Bauknecht [web]	🔥🔥 🏆🏆	[Graphics (graphics, 3d), Other (sync, scripts)]	🚩
trocken	by Bauknecht [web]	🔥🔥 🏆	[design, 3d]	🚩
fern	by lkcc [web] & Bauknecht [web]		[Graphics]	🚩
kassiopeia	by Salva Mea [web]		[Other]	🚩

ANOTHER 15 YEARS...

THIS WAS SO QUICK,
EASY ,AND FUN...



FUN →
OUACH →

intrinsic gravity	by Still [web]	🔥🔥🔥🔥🔥	[code, design]	🚩
meet the deadline	by Still [web]	🔥	[design]	🚩
rocket science	by Bauknecht [web] & The Electronic Knights (plus4)	🔥🔥🔥🔥	[graphics]	🚩
new	by Still [web]		[shaders, hacking]	🚩
eternal dream of beauty	by Still [web]	🔥	[design]	🚩
calcifer	by Still [web]	🔥	[design]	🚩
passing dubai	by ill [Graphics, Other (editing)]			🚩
square	by Still [web]	🔥🔥🔥🔥	[Graphics (design)]	🚩
scene.org awards 2012 intro	by Still [web] & scene.org [web]		[design]	🚩
beta	by Still [web]	🔥🔥 🏆🏆	[Other (sync)]	🚩
finally inside	by Still [web]	🔥 🏆🏆🏆	[Graphics (design)]	🚩
youshould	by Haujobb	🔥🔥🔥🔥🔥🔥 🏆🏆🏆🏆🏆	[Graphics]	🚩
trendwhore	by Still [web]	🔥	[design]	🚩
passing	by Still [web]	🏆	[Graphics (design)]	🚩
the seeker	by Still [web]	🔥🔥🔥 🏆🏆	[design]	🚩
invoke	by Still [web] & Conspiracy [web]	🔥 🏆	[Design]	🚩
ferner	by Still [web]	🔥🔥🔥	[design]	🚩
malewitsch	by Still [web]	🏆	[Graphics (design)]	🚩
iso9241	by Still [web]		[Graphics (design), Other (direction)]	🚩
above	by lkcc [web] & Bauknecht [web]	🏆🏆	[Graphics (design, sync)]	🚩
perfect love	by lkcc [web] & Bauknecht [web]	🔥 🏆🏆	[Graphics (graphics, 3d), Other (sync, scripts)]	🚩
trocken	by Bauknecht [web]	🔥 🏆	[design, 3d]	🚩
fern	by lkcc [web] & Bauknecht [web]		[Graphics]	🚩
kassiopeia	by Salva Mea [web]		[Other]	🚩

ANOTHER 15 YEARS...

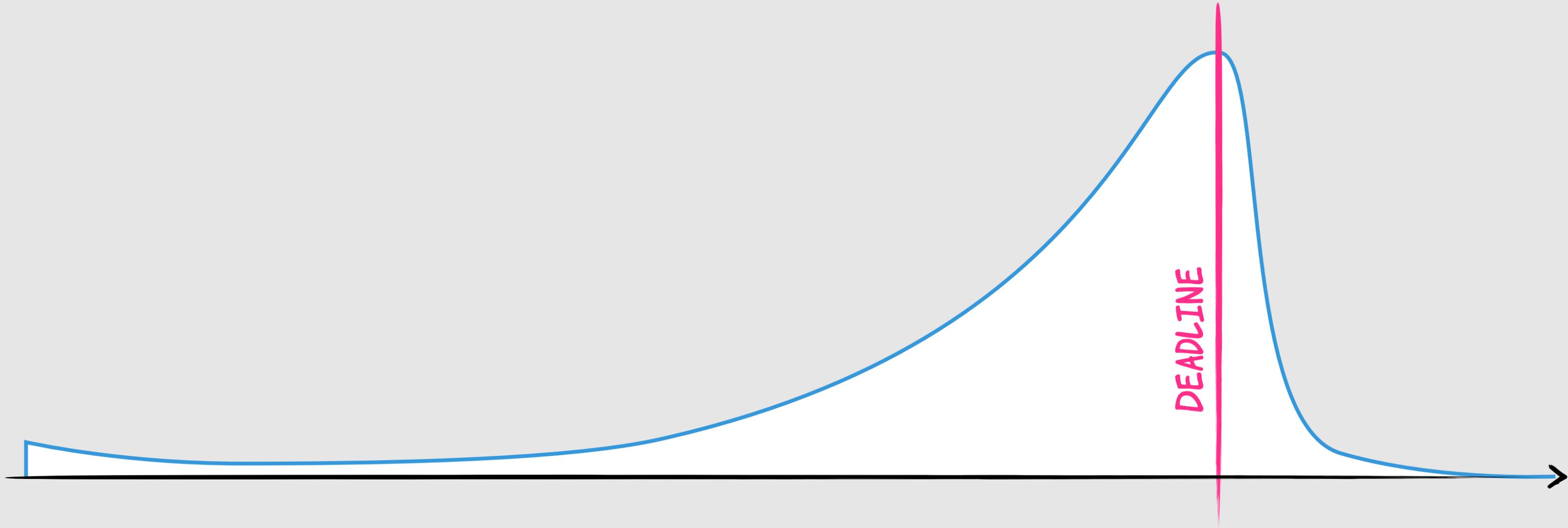
WHY CAN'T I REPEAT THIS?



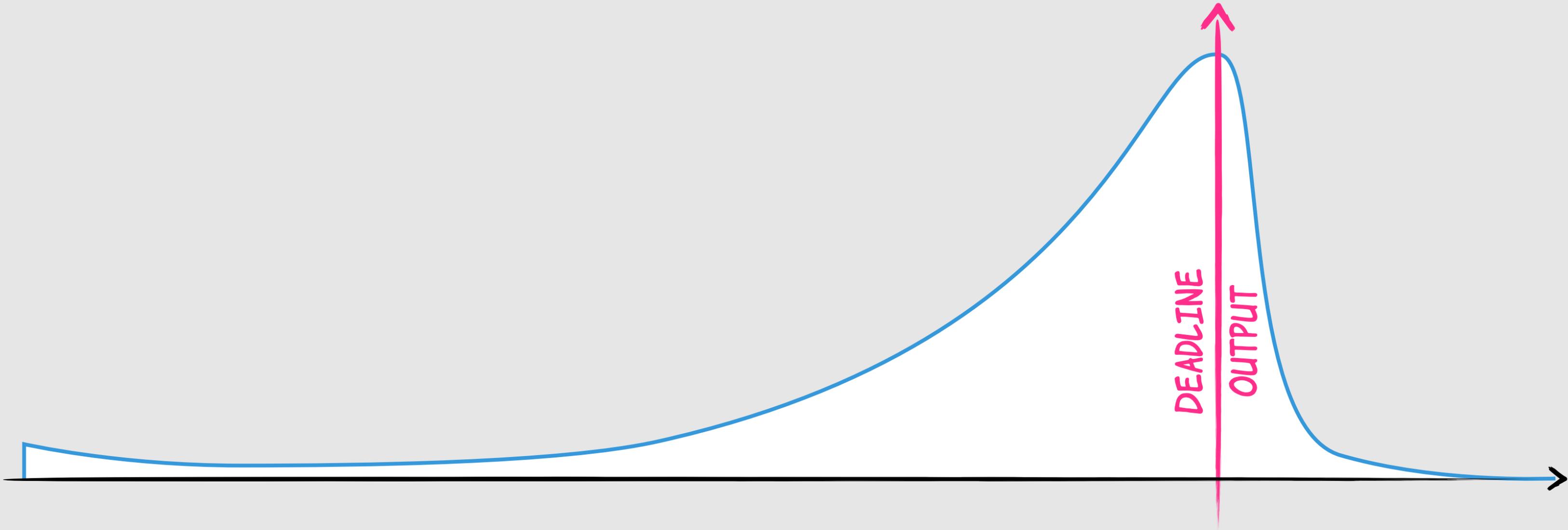
YES! →
HMM →
MEH →
WOW →
WOW →
OKAY →
OUCH →
YES! →
TOO LONG →
FUN →
OUACH →

intrinsic gravity	by Still [web]	🔥🔥🔥🔥🔥	[code, design]
meet the deadline	by Still [web]	🔥	[design]
rocket science	by Bauknecht [web] & The Electronic Knights (plus4)	🔥🔥🔥🔥	[graphics]
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square	by Still [web]	🔥🔥🔥🔥	[Graphics (design)]
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youshould	by Haujobb	🔥🔥🔥🔥🔥🔥 🏆🏆🏆🏆🏆	[Graphics]
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passing	by Still [web]	🏆	[Graphics (design)]
the seeker	by Still [web]	🔥🔥🔥 🏆🏆	[design]
invoke	by Still [web] & Conspiracy [web]	🔥 🏆	[Design]
ferner	by Still [web]	🔥🔥🔥	[design]
malewitsch	by Still [web]	🏆	[Graphics (design)]
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perfect love	by lkcc [web] & Bauknecht [web]	🔥 🏆🏆	[Graphics (graphics, 3d), Other (sync, scripts)]
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kassiopeia	by Salva Mea [web]		[Other]

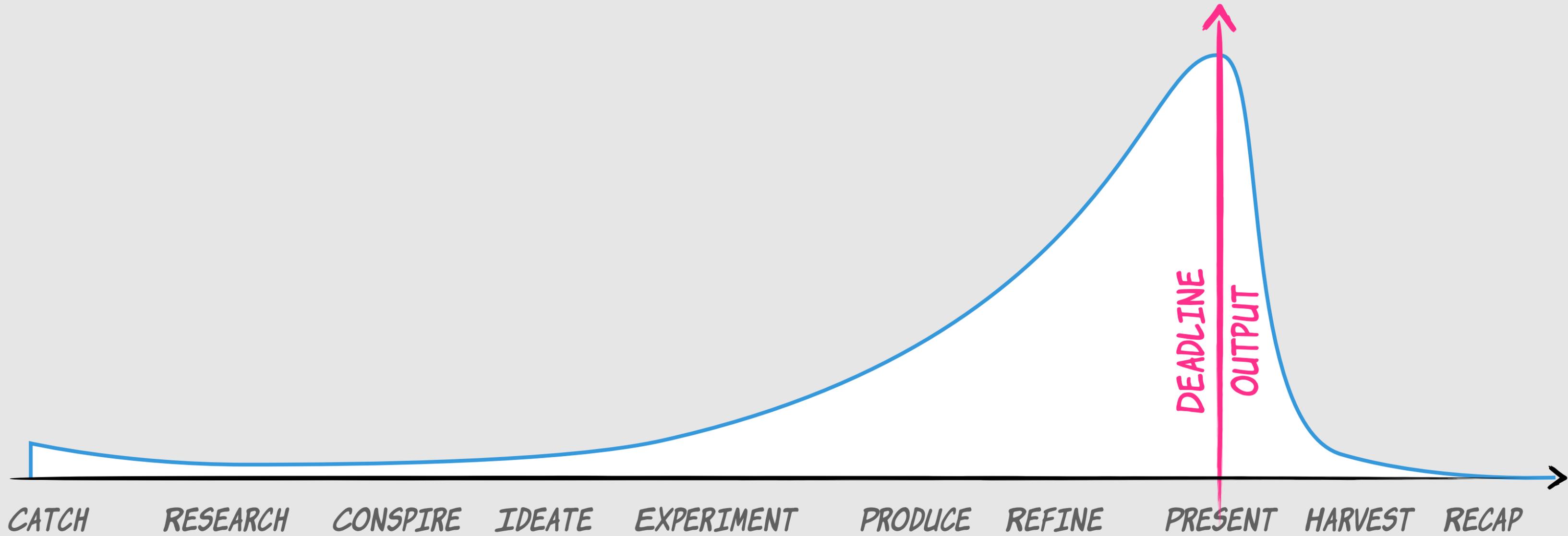
MY CREATIVE PROCESS (SO FAR)



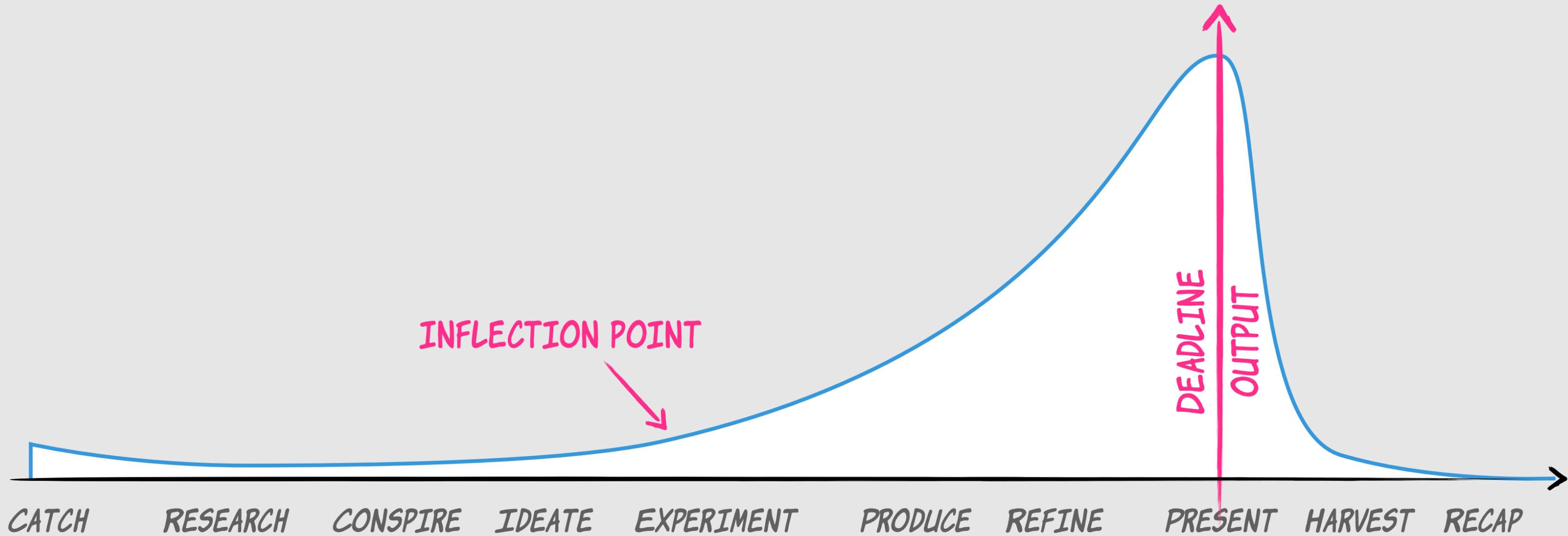
MY CREATIVE PROCESS (SO FAR)



MY CREATIVE PROCESS (SO FAR)



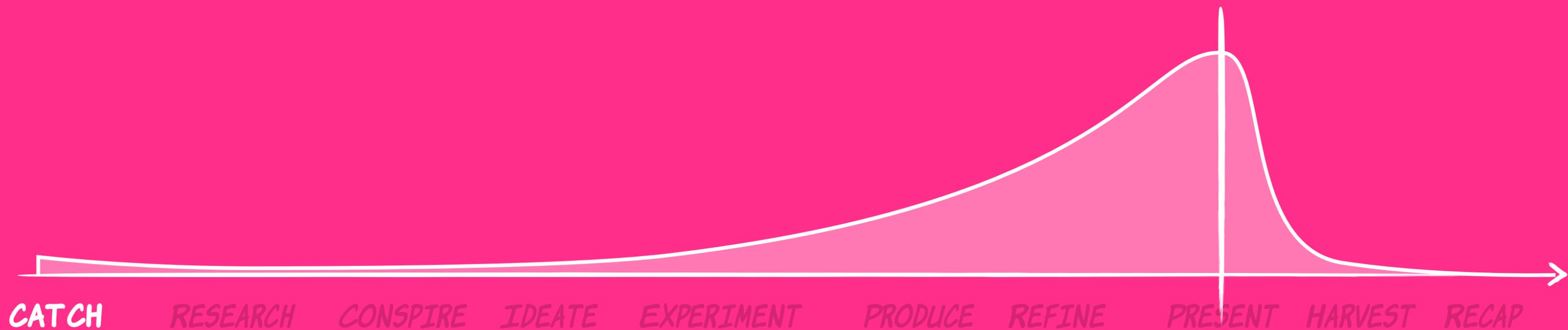
MY CREATIVE PROCESS (SO FAR)



*"THE SCARIEST MOMENT IS ALWAYS
JUST BEFORE YOU START."*

- STEPHEN KING (ON WRITING)

CATCHING IDEAS...



GETTING IDEAS

The screenshot shows a web browser window with a YouTube video player. The browser's address bar contains the URL <https://www.youtube.com/watch?v=hszyYAT5R1Q>. The browser's tab bar shows several tabs, including 'T C V L C p L E € a F Y s E F S C K C A E L N f K Y c r F s p'. The browser's toolbar includes icons for 'Apps', 'Focus!', 'ToDo', 'Aktuelle Prios/ - FF', 'Gesprächsnotizen/ -', 'Times', 'FF', 'C', 'queue', 'Coding', and 'Work'. The YouTube interface features the 'YouTube' logo, a search bar, an 'Upload' button, and a notification bell. The video player shows a man on a stage presenting to an audience. A large screen behind him displays a graphic of a lightning bolt striking a dark landscape. A banner on the left side of the stage reads 'NEVER BE OFFLINE AGAIN'. The video player controls show a progress bar at 10:19 / 53:47, with play, next, volume, and settings icons. Below the video player, the video title is 'Revision 2014 - Seminars - Rules of Thumb for (Slightly) Better Design'. The channel name is 'Revision Demoparty' with a 'Subscribe' button and '1,588' subscribers. The view count is '580 views'. To the right of the video player is a 'Up Next' section with several video thumbnails and titles, including 'Revision 2014 - Seminars - Creativity vs. Productivity', 'Revision 2014 - Seminars - Extending the Design Process', 'Revision 2014 - Seminars - Prizegiving', 'Revision 2014 - Seminars - Belgian Beer Tasting', and 'Revision 2014 - Seminars - Umgang mit Fileshare'.

YouTube

Revision 2014 - Seminars - Rules of Thumb for (Slightly) Better Design

Revision Demoparty 1,588 580 views

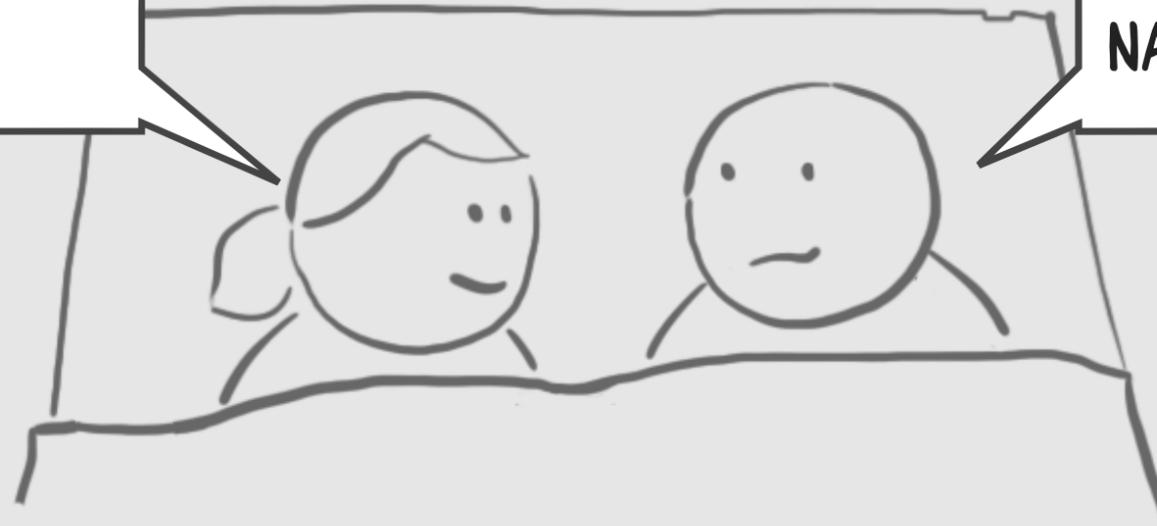
Up Next

- Revision 2014 - Seminars - Creativity vs. Productivity**
by Revision Demoparty
1,164 views
44:53
- Revision 2014 - Seminars - Extending the Design Process**
by Revision Demoparty
967 views
55:57
- Revision 2014 - Seminars - Prizegiving**
by Revision Demoparty
809 views
12:46
- Revision 2014 - Seminars - Belgian Beer Tasting**
by Revision Demoparty
937 views
57:19
- Revision 2014 - Seminars - Umgang mit Fileshare**
by Revision Demoparty
379 views
1:06
- Revision 2014 - Seminars - ...**
by Revision Demoparty
966 views
31:18

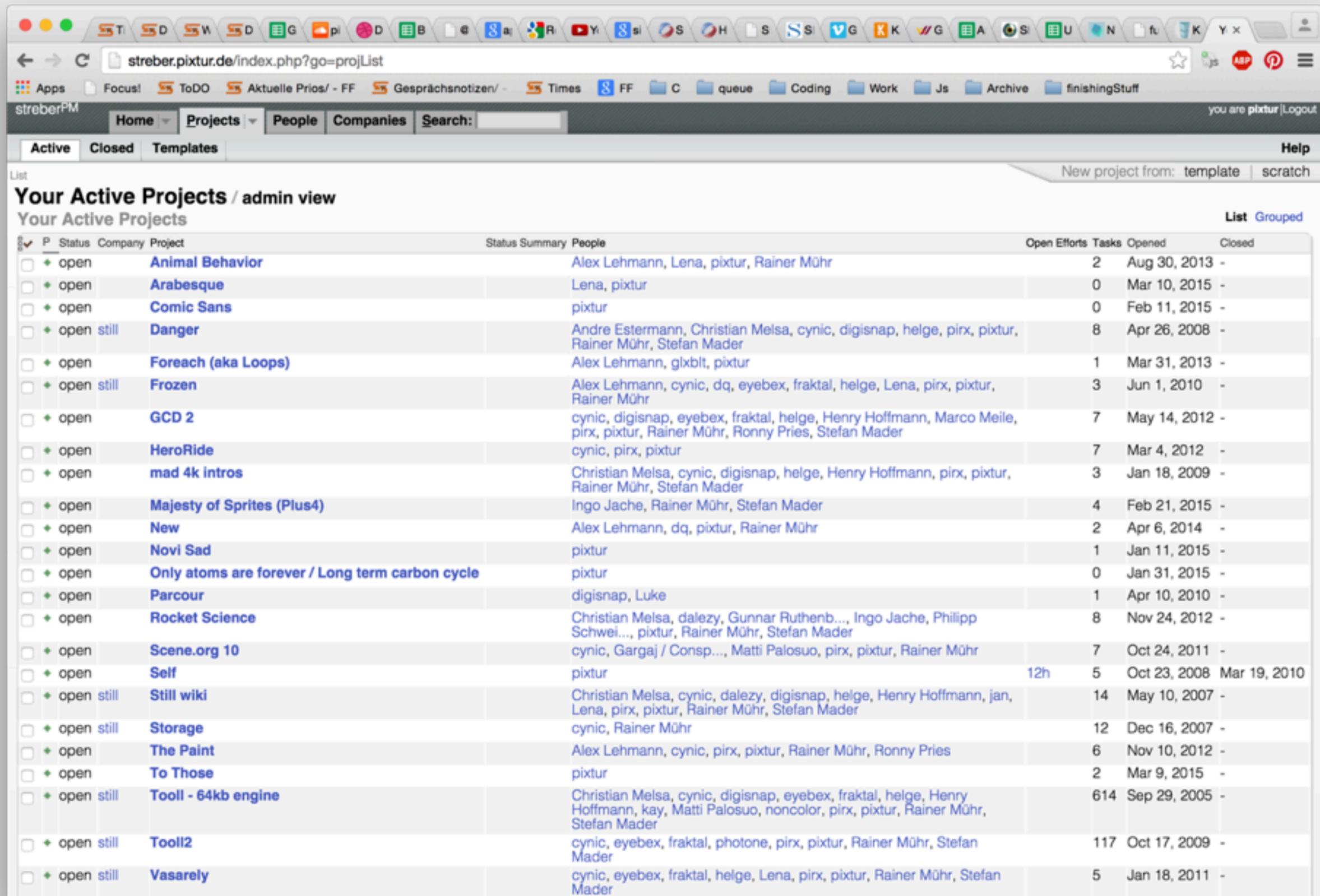
PRACTICE

SOMETHING WITH...
A SQUIRREL,
A UNICORN,
RAINBOWS,
AND A DOLPHIN!

UHOH... AHM... OKAY.
ONCE UPON A TIME
THERE WAS A SQUIRREL
NAMED HARRY...



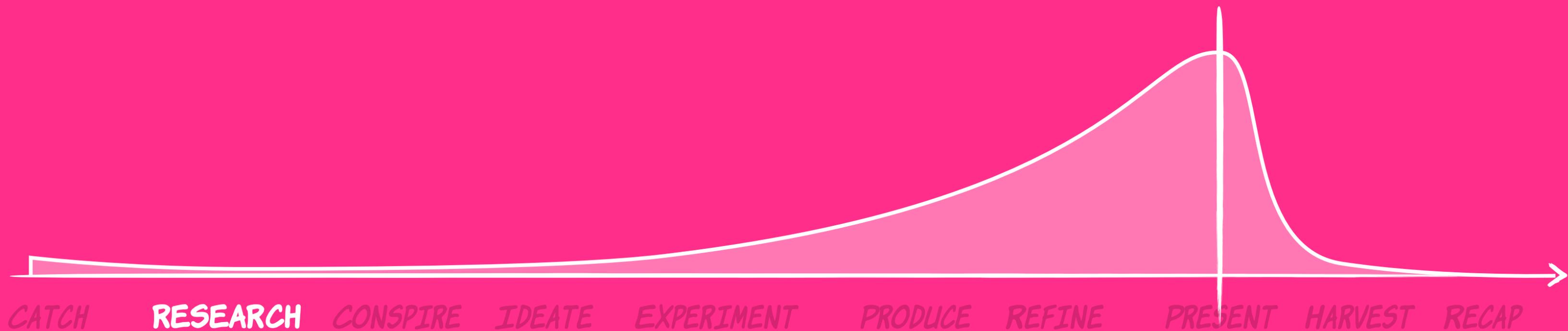
WRITE IT DOWN - A WIKI WORKS FOR ME



The screenshot shows a web browser window with the URL `streber.pixtur.de/index.php?go=projList`. The browser's address bar and tabs are visible at the top. Below the browser, there is a navigation menu with options like Home, Projects, People, and Companies. The main content area displays a table titled "Your Active Projects / admin view". The table has columns for P, Status, Company, Project, Status Summary, People, Open Efforts, Tasks, Opened, and Closed. The table lists various projects such as "Animal Behavior", "Arabesque", "Comic Sans", "Danger", "Foreach (aka Loops)", "Frozen", "GCD 2", "HeroRide", "mad 4k intros", "Majesty of Sprites (Plus4)", "New", "Novi Sad", "Only atoms are forever / Long term carbon cycle", "Parcour", "Rocket Science", "Scene.org 10", "Self", "Still wiki", "Storage", "The Paint", "To Those", "Tool - 64kb engine", "Tool2", and "Vasarely".

P	Status	Company	Project	Status Summary	People	Open Efforts	Tasks	Opened	Closed
<input type="checkbox"/>	open		Animal Behavior		Alex Lehmann, Lena, pixtur, Rainer Mühr		2	Aug 30, 2013	-
<input type="checkbox"/>	open		Arabesque		Lena, pixtur		0	Mar 10, 2015	-
<input type="checkbox"/>	open		Comic Sans		pixtur		0	Feb 11, 2015	-
<input type="checkbox"/>	open	still	Danger		Andre Estermann, Christian Melsa, cynic, digisnap, helge, pirc, pixtur, Rainer Mühr, Stefan Mader		8	Apr 26, 2008	-
<input type="checkbox"/>	open		Foreach (aka Loops)		Alex Lehmann, glxblt, pixtur		1	Mar 31, 2013	-
<input type="checkbox"/>	open	still	Frozen		Alex Lehmann, cynic, dq, eyebex, fraktal, helge, Lena, pirc, pixtur, Rainer Mühr		3	Jun 1, 2010	-
<input type="checkbox"/>	open		GCD 2		cynic, digisnap, eyebex, fraktal, helge, Henry Hoffmann, Marco Meile, pirc, pixtur, Rainer Mühr, Ronny Pries, Stefan Mader		7	May 14, 2012	-
<input type="checkbox"/>	open		HeroRide		cynic, pirc, pixtur		7	Mar 4, 2012	-
<input type="checkbox"/>	open		mad 4k intros		Christian Melsa, cynic, digisnap, helge, Henry Hoffmann, pirc, pixtur, Rainer Mühr, Stefan Mader		3	Jan 18, 2009	-
<input type="checkbox"/>	open		Majesty of Sprites (Plus4)		Ingo Jache, Rainer Mühr, Stefan Mader		4	Feb 21, 2015	-
<input type="checkbox"/>	open		New		Alex Lehmann, dq, pixtur, Rainer Mühr		2	Apr 6, 2014	-
<input type="checkbox"/>	open		Novi Sad		pixtur		1	Jan 11, 2015	-
<input type="checkbox"/>	open		Only atoms are forever / Long term carbon cycle		pixtur		0	Jan 31, 2015	-
<input type="checkbox"/>	open		Parcour		digisnap, Luke		1	Apr 10, 2010	-
<input type="checkbox"/>	open		Rocket Science		Christian Melsa, dalez, Gunnar Ruthenb..., Ingo Jache, Philipp Schwei..., pixtur, Rainer Mühr, Stefan Mader		8	Nov 24, 2012	-
<input type="checkbox"/>	open		Scene.org 10		cynic, Gargaj / Consp..., Matti Palosuo, pirc, pixtur, Rainer Mühr		7	Oct 24, 2011	-
<input type="checkbox"/>	open		Self		pixtur	12h	5	Oct 23, 2008	Mar 19, 2010
<input type="checkbox"/>	open	still	Still wiki		Christian Melsa, cynic, dalez, digisnap, helge, Henry Hoffmann, jan, Lena, pirc, pixtur, Rainer Mühr, Stefan Mader		14	May 10, 2007	-
<input type="checkbox"/>	open	still	Storage		cynic, Rainer Mühr		12	Dec 16, 2007	-
<input type="checkbox"/>	open		The Paint		Alex Lehmann, cynic, pirc, pixtur, Rainer Mühr, Ronny Pries		6	Nov 10, 2012	-
<input type="checkbox"/>	open		To Those		pixtur		2	Mar 9, 2015	-
<input type="checkbox"/>	open	still	Tool - 64kb engine		Christian Melsa, cynic, digisnap, eyebex, fraktal, helge, Henry Hoffmann, kay, Matti Palosuo, noncolor, pirc, pixtur, Rainer Mühr, Stefan Mader		614	Sep 29, 2005	-
<input type="checkbox"/>	open	still	Tool2		cynic, eyebex, fraktal, photone, pirc, pixtur, Rainer Mühr, Stefan Mader		117	Oct 17, 2009	-
<input type="checkbox"/>	open	still	Vasarely		cynic, eyebex, fraktal, helge, Lena, pirc, pixtur, Rainer Mühr, Stefan Mader		5	Jan 18, 2011	-

REFERENCES...



"YOU CAN'T HAVE ENOUGH REFERENCES."

GMUNK

STEALING VS. INSPIRATION

GOOD ARTISTS COPY
GREAT ARTIST...



BOOOORING

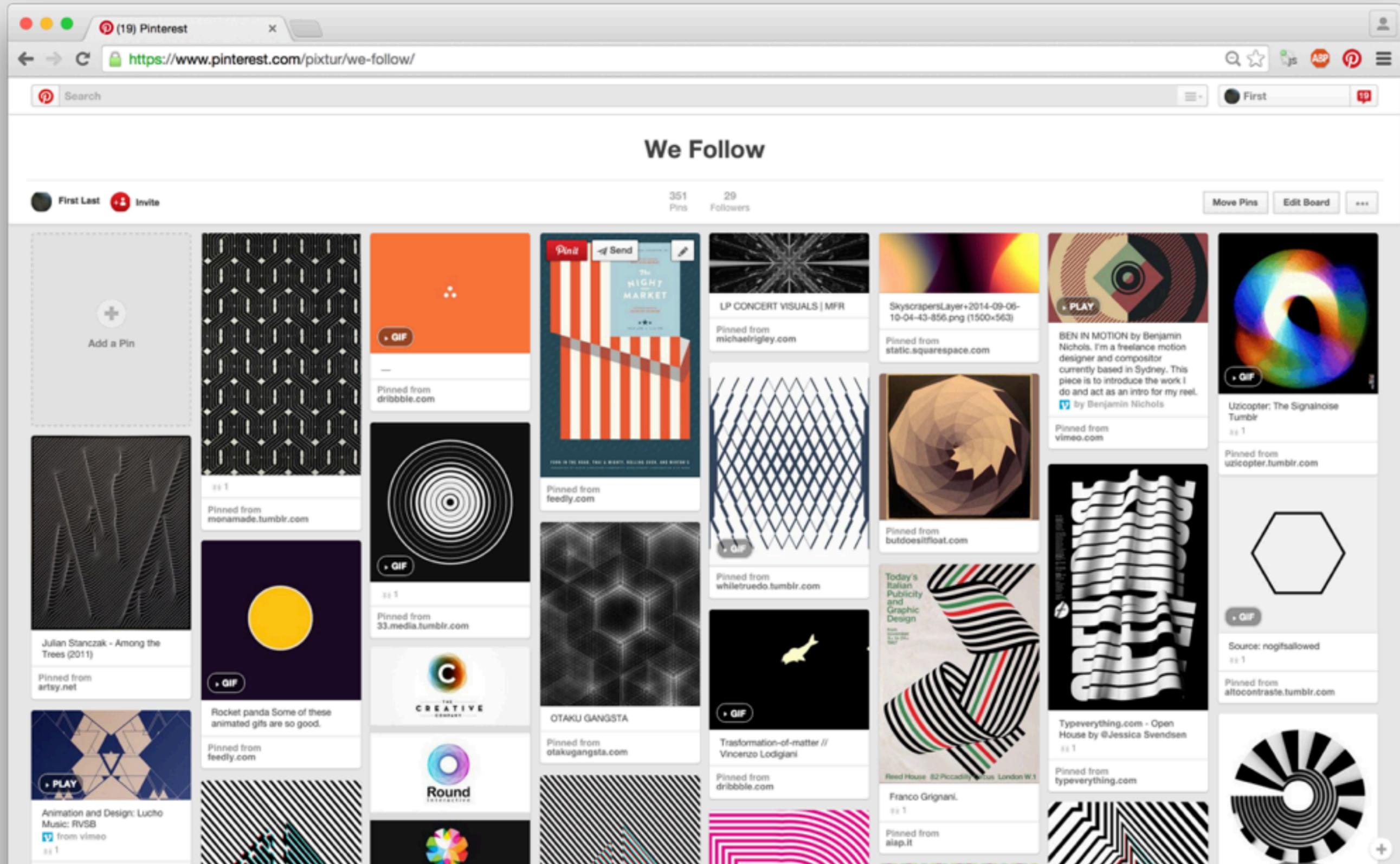


TUTORIALS...

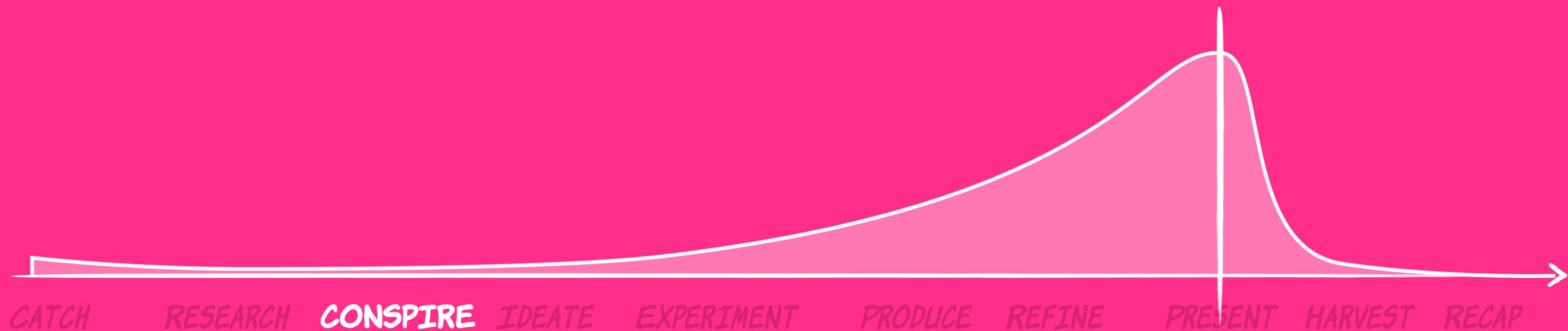
The screenshot shows the Video Copilot website interface. At the top, there's a navigation bar with the logo and menu items: 3D PACKS, PLUG-INS, and STOCK FX. A search bar and a 'VC Account' button are also present. Below the navigation, there's a main content area with a sidebar on the left listing 'PLUG-INS' (Element 3D V2, Optical Flares, Twitch), '3D PACKS' (Pro Shaders 2, Motion Design 2, JetStrike, Metropolitan, See More), and 'TUTORIALS' (City Destruction, Advanced 3D Noise & D..., Classic Car 3D Text). The main area features a large 'NEW TUTORIAL: Animated Polygon' section with three hexagonal graphics and a 'NEW PLUG-IN' section for 'ELEMENT 3D V2 NOW AVAILABLE!' with a red background and headphones. Below this, there are three columns: '3D PACKS!' with a cityscape image, 'TUTORIALS' with 'Advanced 3D Noise & Deform' (WATCH button), and 'ON THE BLOG!' with 'New Tutorial: City Destruction!' (READ button) and 'Destroyed City Teaser!' (READ button).

ANALYZE AND RECONSTRUCT...

WHEN RESEARCH MEETS PROCRASTINATION... PINTEREST!



FROM IDEA TO PROJECT



KEEP ADDING AND SHARE WITH PEOPLE

The screenshot shows a web browser window with the address bar displaying `streber.pixtur.de/5883`. The page title is "The Paint / Project overview". The main content area includes a project description: "Still-Zero - The paint I'm lacking" and "Demo projekt geplant für reVision 2012". A status box indicates the project is "open" and was opened on "Nov 10, 2012".

The left sidebar contains a list of links: [Concept/Story](#), [References](#), [Description](#), [Effects](#), [Music](#), and [ToDo](#). Below this is a "Recent changes" section with a "(Hide yours)" link. The changes listed are:

- References: edit wiki by pixtur 3 years ago
- ToDo: new Topic by pixtur 3 years ago
- Concept/Story: edit wiki by pixtur 3 years ago
- Music: edit wiki by pixtur 3 years ago
- Speed Paintings (References): new Topic by pixtur 3 years ago
- Description: new Topic by pixtur 3 years ago

The right sidebar contains a "Topics" section with a list of links: [References](#), [Description](#), [Speed Paintings \(References\)](#), [Music](#), [Concept/Story](#), and [ToDo](#). Below this is a "Team members" section with a table:

<input checked="" type="checkbox"/>	Name	job	last Login
<input type="checkbox"/>	alx	Member	6 days ago
<input type="checkbox"/>	cynic	Developer	22 days ago
<input type="checkbox"/>	pirx	Developer	23 months ago
<input type="checkbox"/>	pixtur	Admin	just now
<input type="checkbox"/>	nero	Developer	2 days ago
<input type="checkbox"/>	r.pries	Developer	24 months ago

GIVE IT A NAME!

IT'S NOT SET IN STONE...

~~"FRACTAL-STUFF"~~

~~"ENERGIE"~~

~~"EARTH"~~

"SQUARE"

~~"WE-FOLLOW"~~

~~"GRAVITY"~~

"INTRINSIC

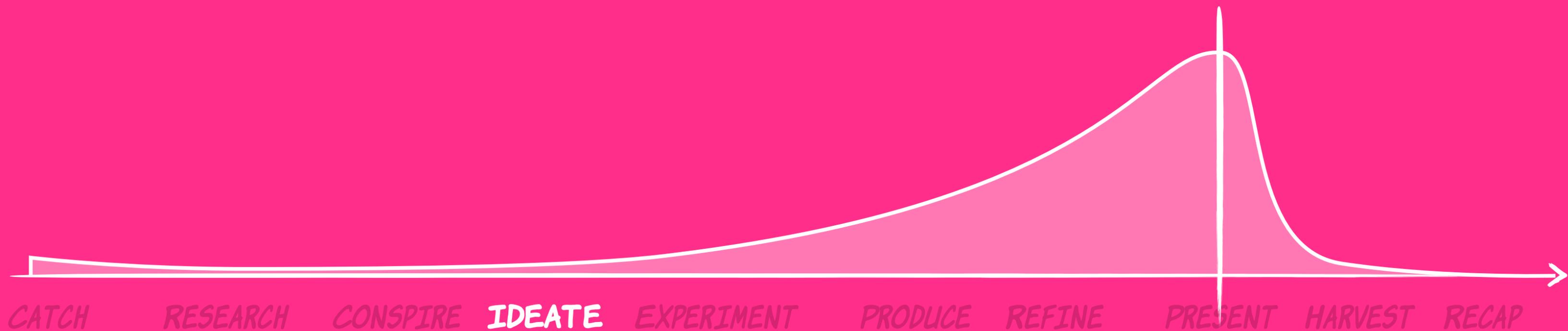
GRAVITY"

LET IT RIPE

WAIT A SEC! THIS MUSIC
WOULD MATCH THAT IDEA
I HAD SOME YEARS AGO.



IDIATION



**HOW TO DESIGN SOMETHING,
WHEN I DON'T KNOW WHAT I'M LOOKING FOR?**



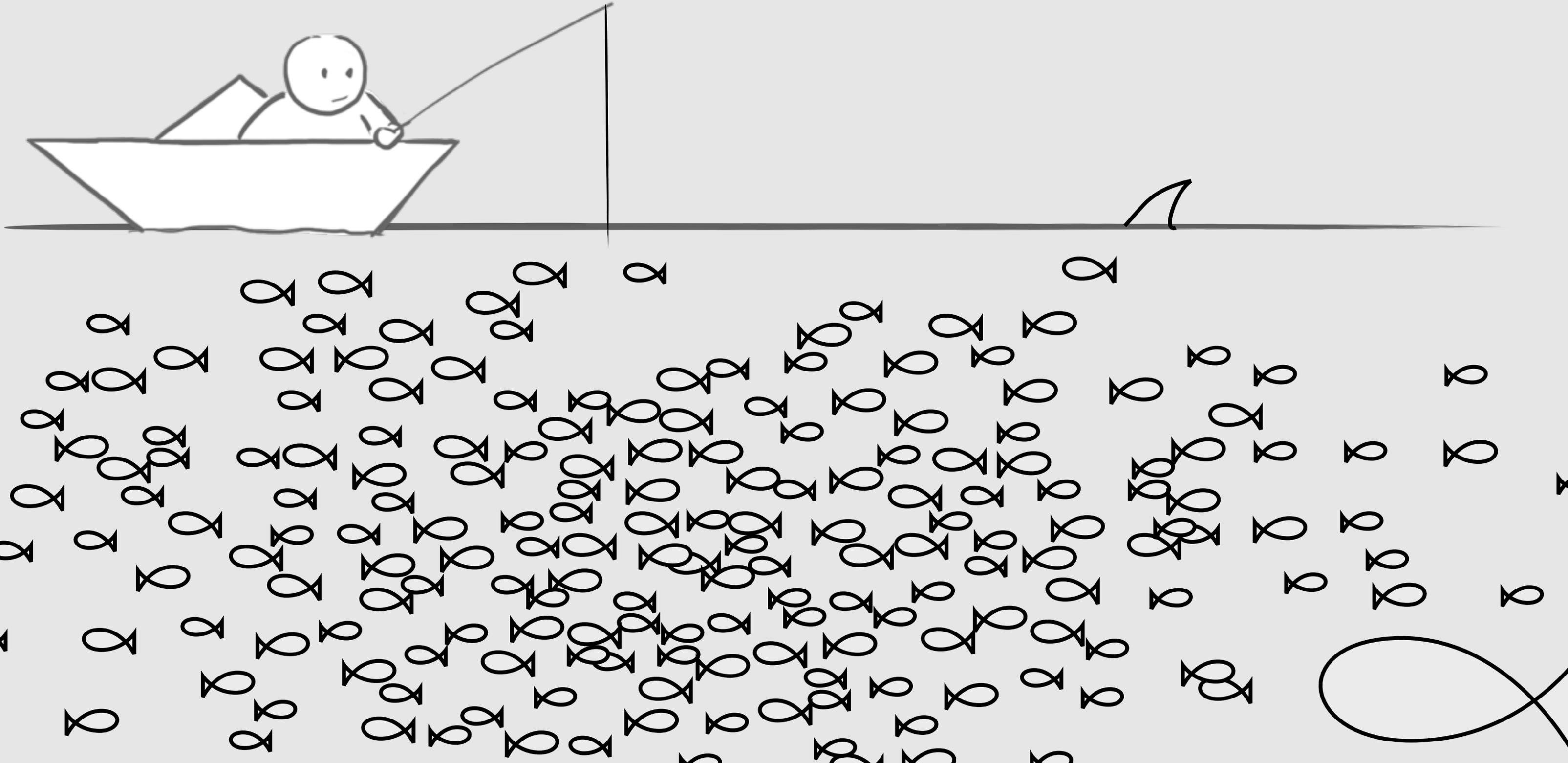
MAKING DEMOS IS LIKE FISHING:
SOMETIMES YOU CATCH SOMETHING.



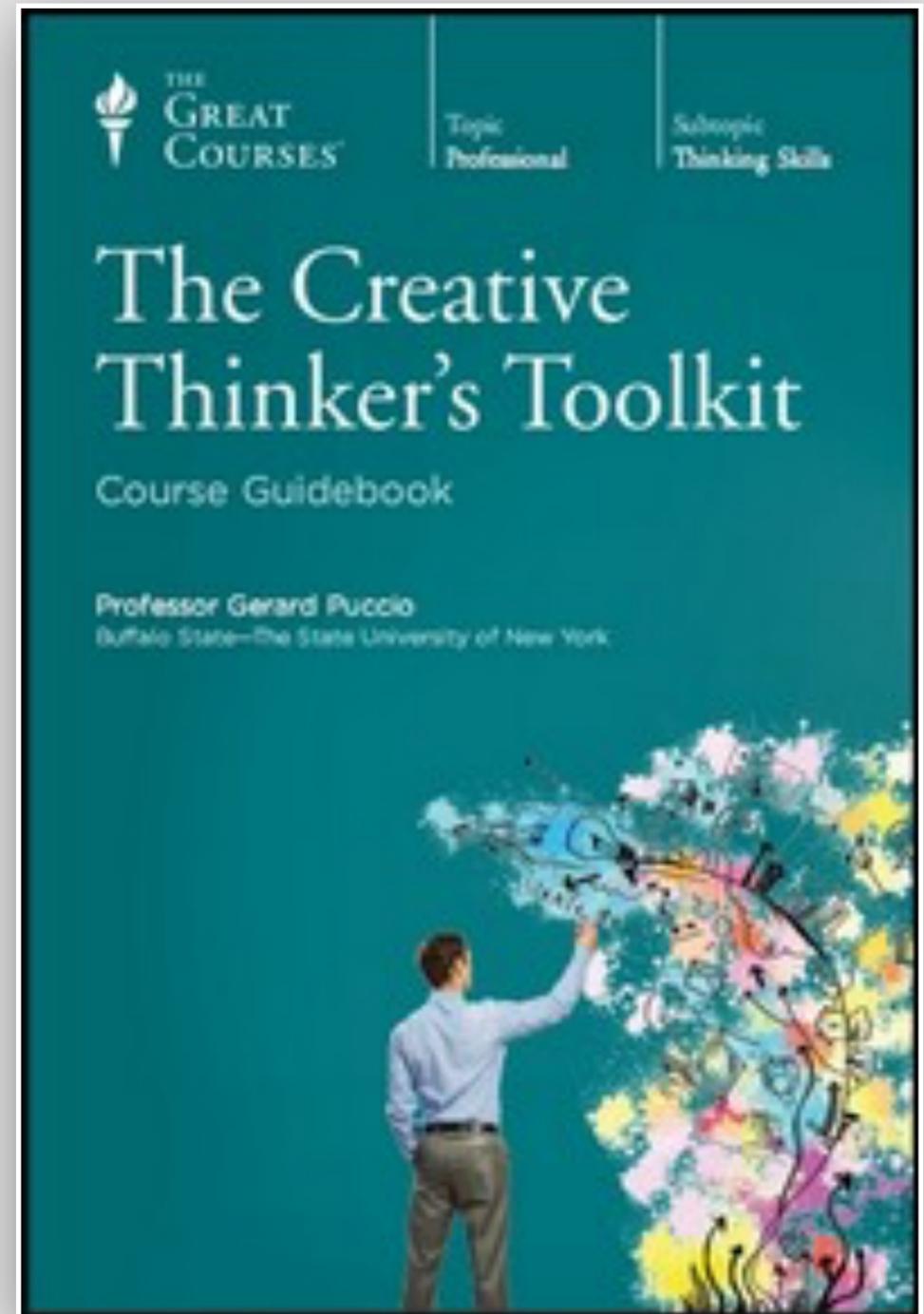


θ

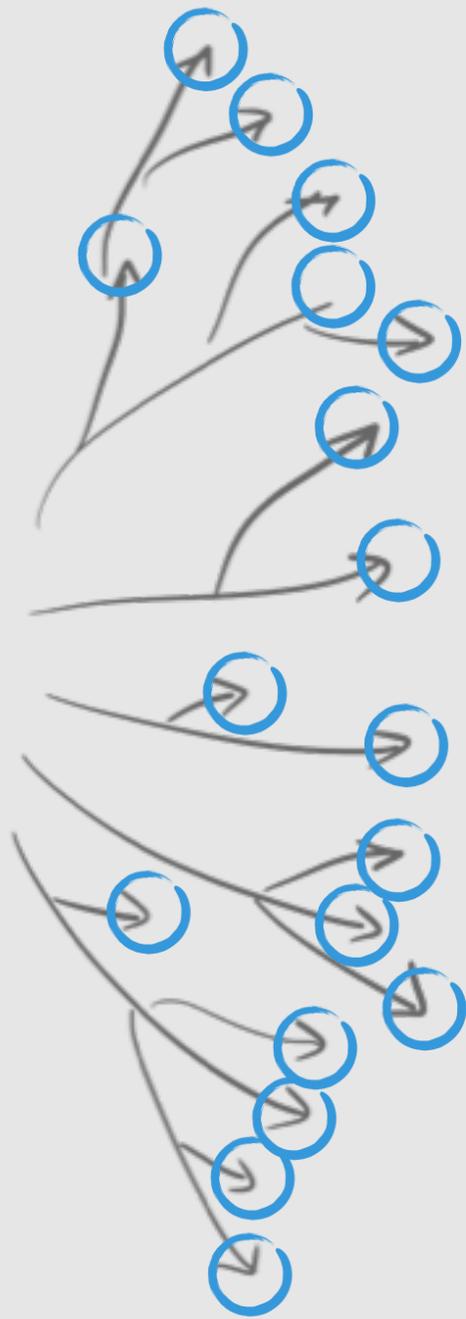
LET THERE BE FISH



CREATIVITY IS NOT HEREDITARY.



BRAINSTORM – BUT DO IT RIGHT!



**DIVERGENT
THINKING**

**ALWAYS
SEPARATE**



**CONVERGENT
THINKING**

DEFER JUDGEMENT!

...AND THEN THE DOLPHINS
COULD JUMP THROUGH
AMIGA-DONUTS!

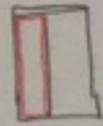


~~BUT...~~



FILL WHITEBOARDS

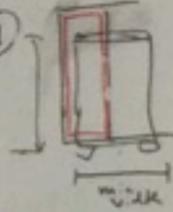
Zu schnell



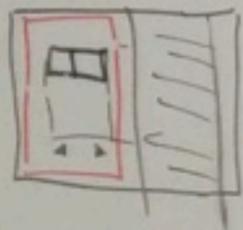
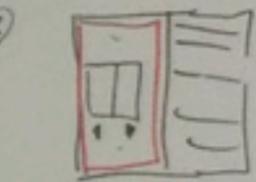
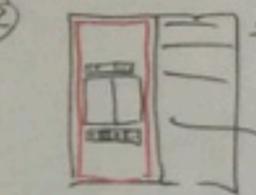
minimal dimensions

USE-CASES

- Finden nach Materie zur Seite
- Blätter im Buch
 - nicht "kaputtverlierbar"
 - maximale Ausnutzung der Fläche / des Contents
 - Primäraktionen immer sichtbar / so lange wie mögl.



shrinking menu



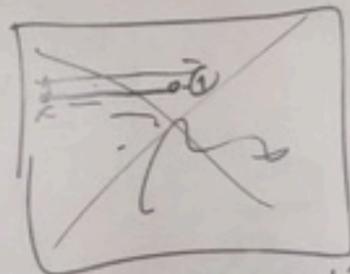
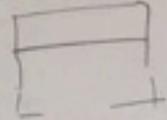
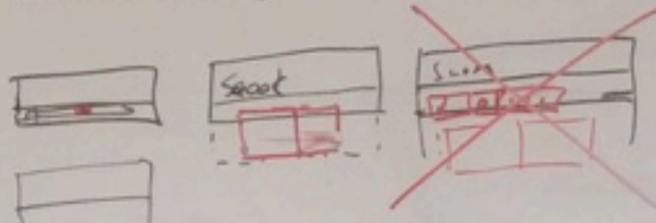
Features

- Double click → zoom to 7x1 (x)
- "best guess" gesuchte Zoomstufe

TODO

- Story unklar mit PO's vorbereiten → Mehr Daten + Prototypen...

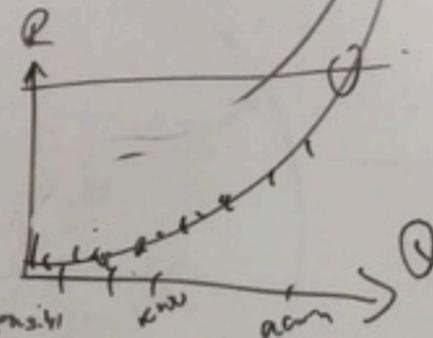
Zu flach



"Das ist ein Text"

Weitere Fragen...

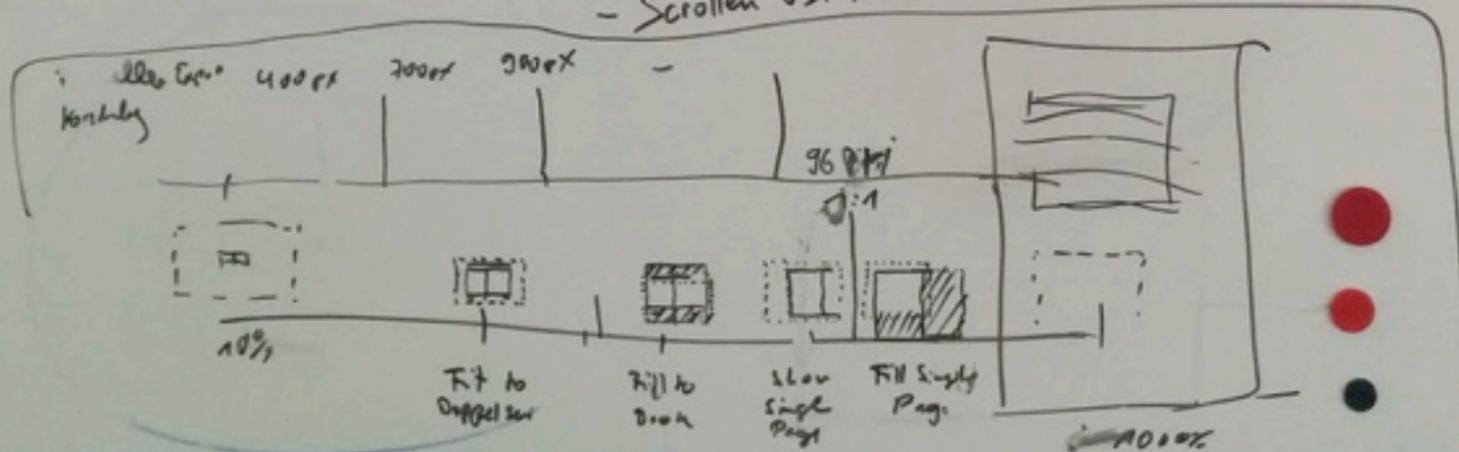
- Seiten-Spalte "floating" über Buch
- Auflinken von zusammengeklappten Spalten
- Spalten toggles
- Einpassen des Buches der Seite Höhe des Buches Breite des Buches
- Klickstellen flexibler? Formfaktor
- Scrollen vs. Zoomen



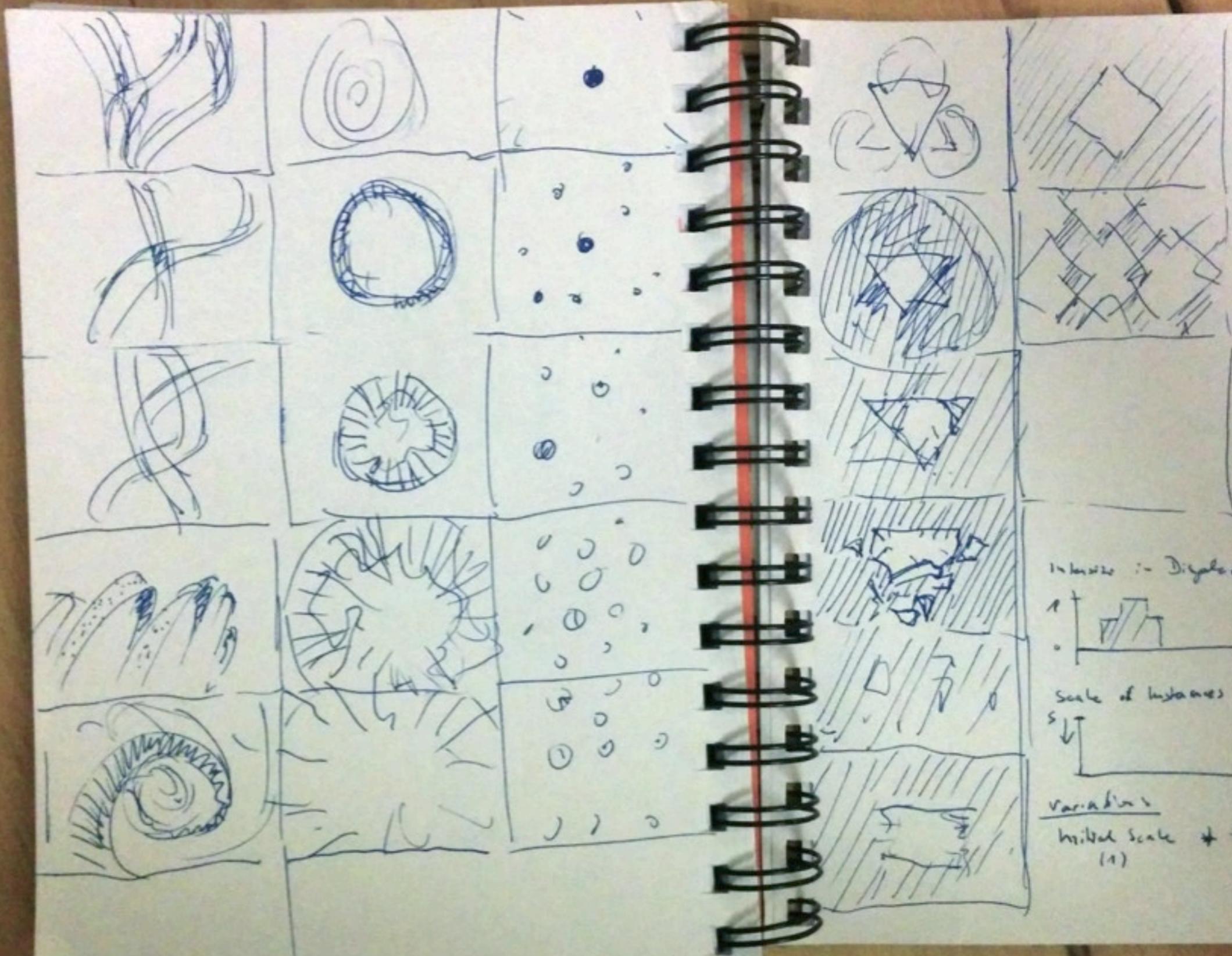
Facts

- Dalton 46x36
- Am Blättern gerade wie als müsste 92x31 Pixel
- 300px Breite Standard Seiten

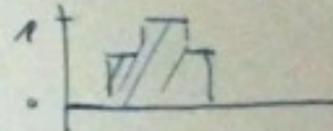
Inhalte	< 92	240x	392	392 (12 Spalten)	540 (18 Spalten)	540 (18 Spalten)	102
Buchseite	✓	✓	✓ (FM)	✓	✓	✓	✓
Klickstellen	✓	✓	✓	✓	✓	✓	✓
Verordete Content → Verdecken → Highlight	✓	✓	✓	✓	✓	✓	✓
Werkzeugleiste	✓	?	✓ (100% Breite)	✓	✓	✓	✓
Zoom	✓	✓	✓	✓	✓	✓	✓
Lehrer/Schüler Umschalter	✓	✓	✓	✓	✓	✓	✓
Thumbnails Schnellnavigation	✓	✓	✓	✓	✓	✓	✓
Margin Buch → Seiten-Spalte	Spf?	Spf	✓	Spf	Spf	100%	✓
2 Spalten erlauben	✓	✓	✓	✓	✓	✓	✓
1 Spalte erlauben	✓	✓	✓	✓	✓	✓	✓
Keine Seiten-Spalte	✓	✓	✓	✓	✓	✓	✓
Einzelseite	?	?	?	?	?	?	?
Doppelseite	?	?	?	?	?	?	?
Minimale Breite durch Schnellbalken einzug	✓	✓	✓	✓	✓	✓	✓
Weite blättern	✓	✓	✓	✓	✓	✓	✓
Floating Material Spalte (FM)	✓	✓	✓	✓	✓	✓	✓



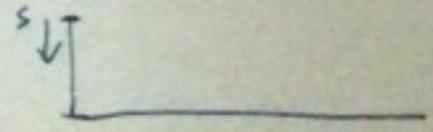
SCRIBBLE!



Instance :- Displace Patcher



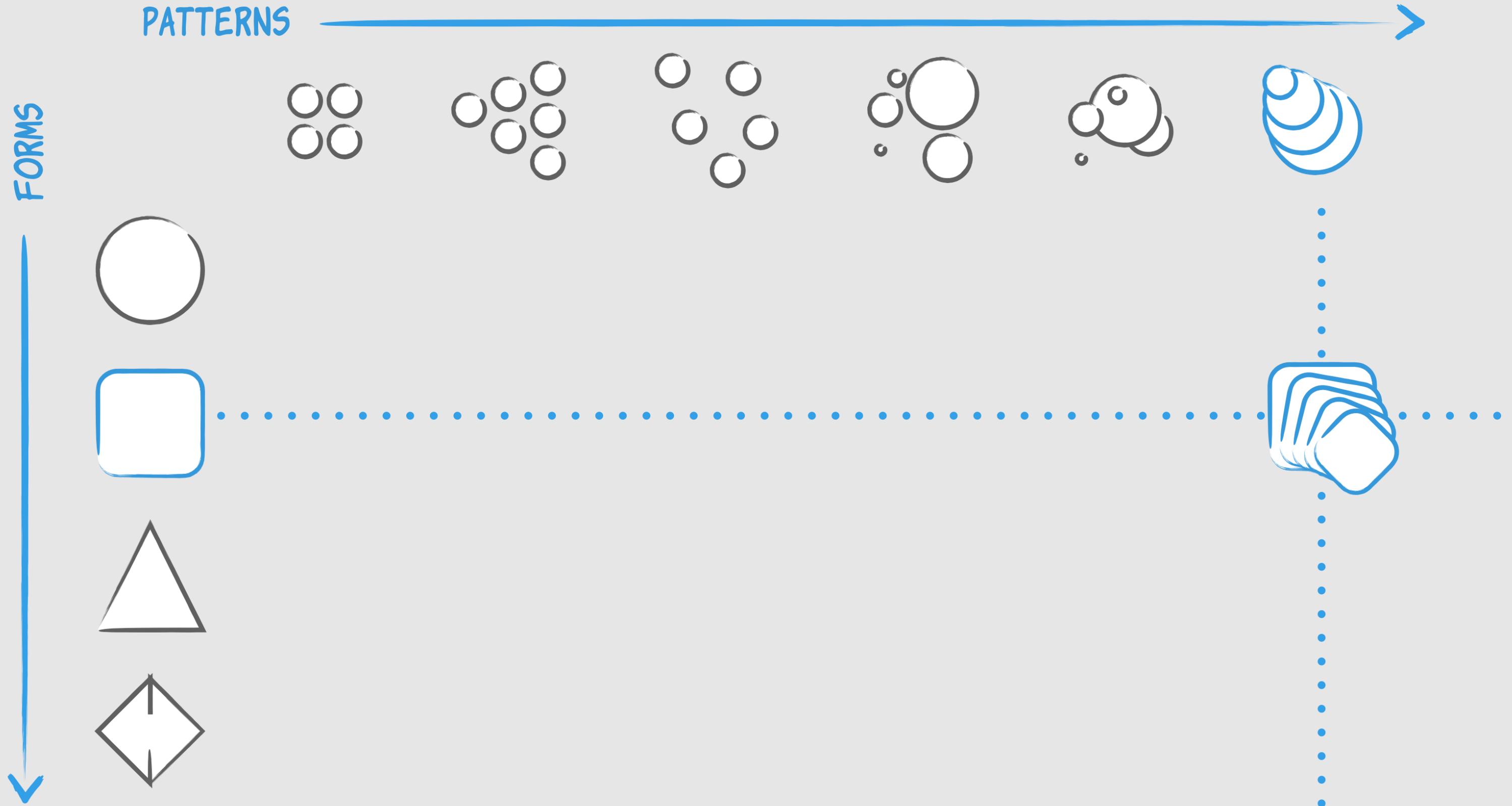
Scale of Instance



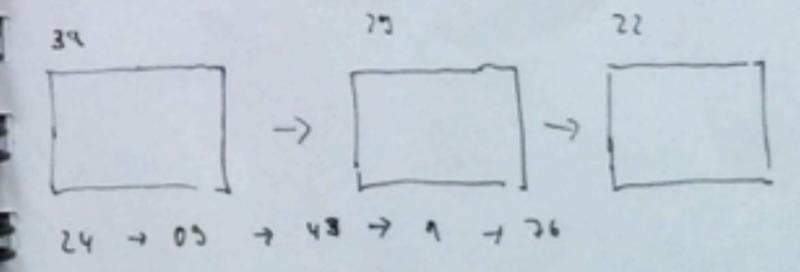
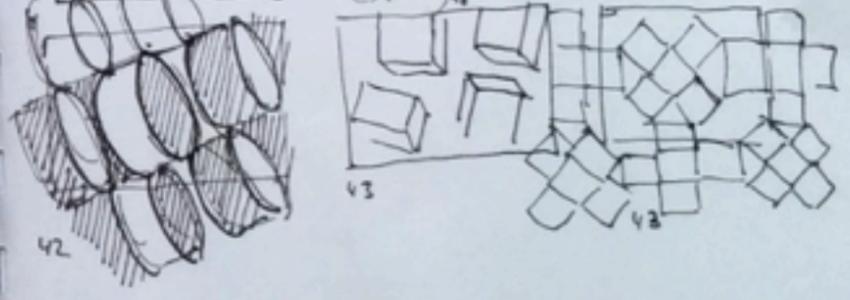
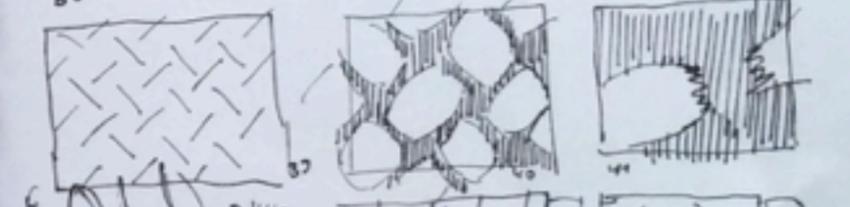
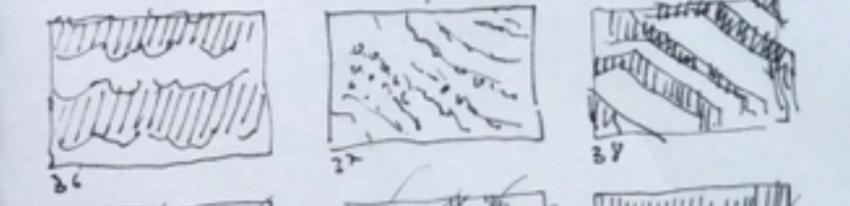
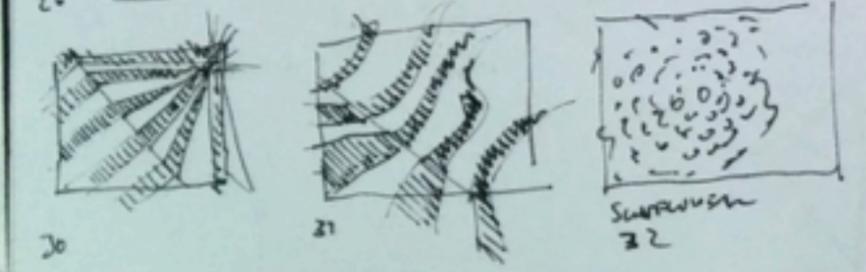
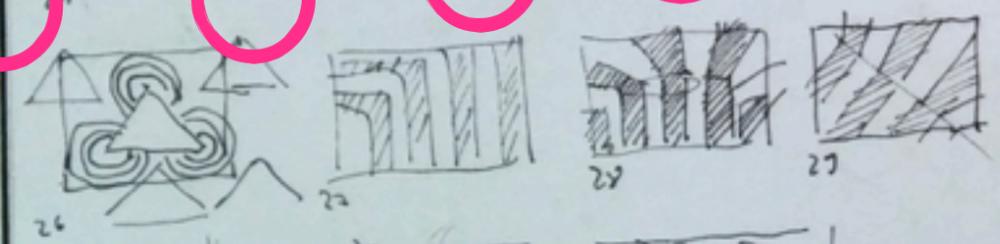
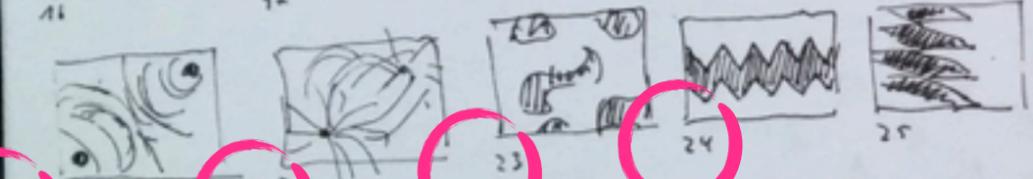
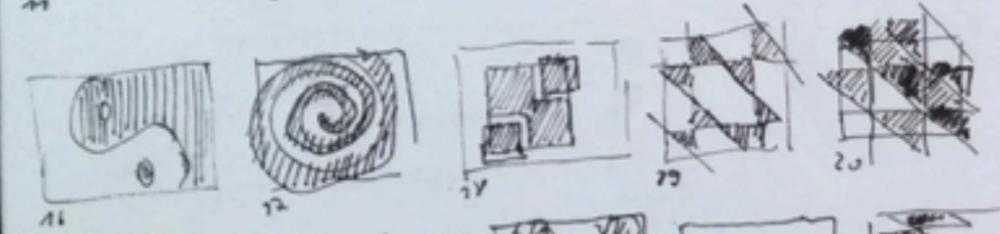
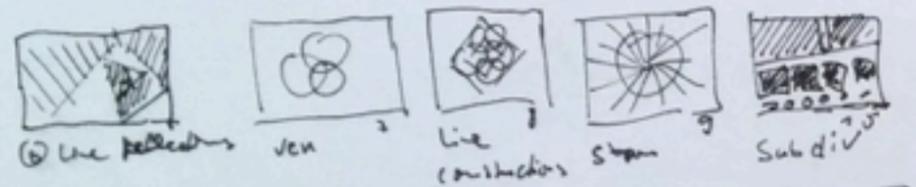
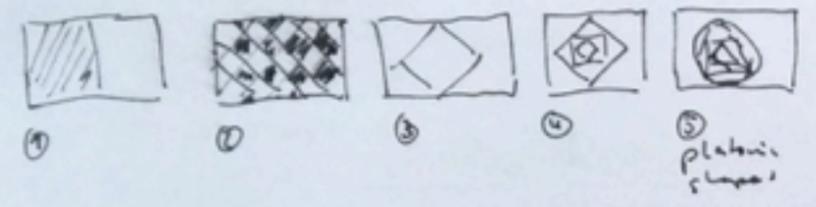
Variation
Initial Scale + Tex scale Delta
(1)

DIVERGE HORIZONTALLY

PARAMETER MATRIX

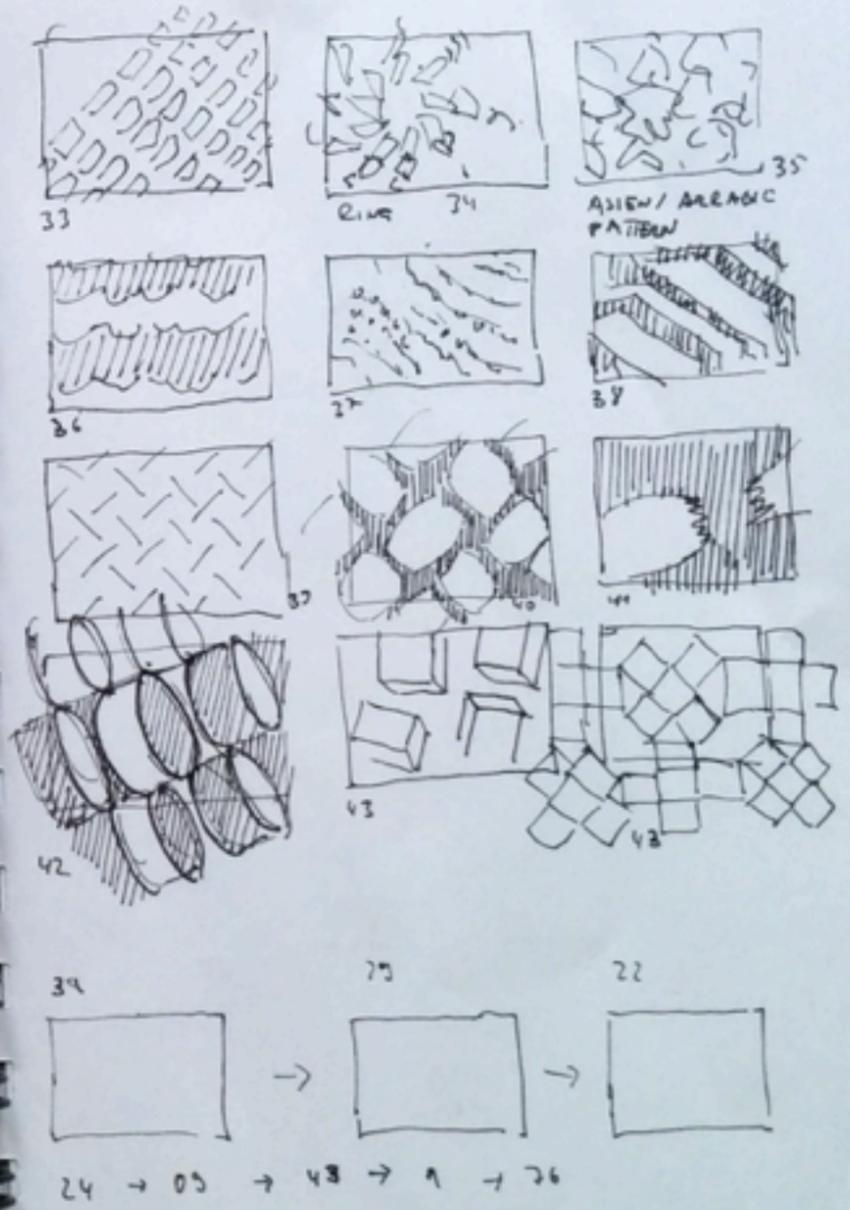
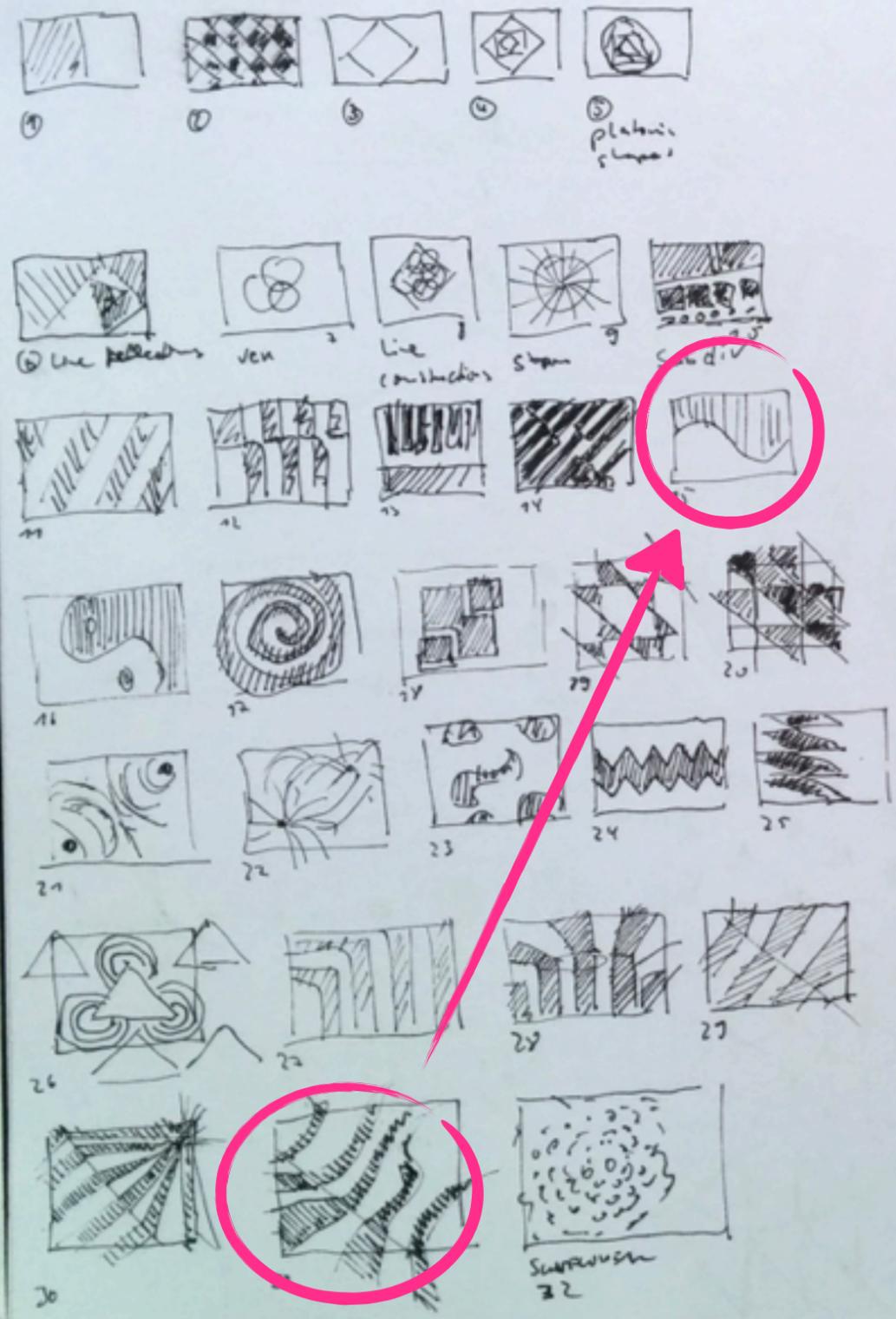


Random Transitions



FINDING VARIATIONS

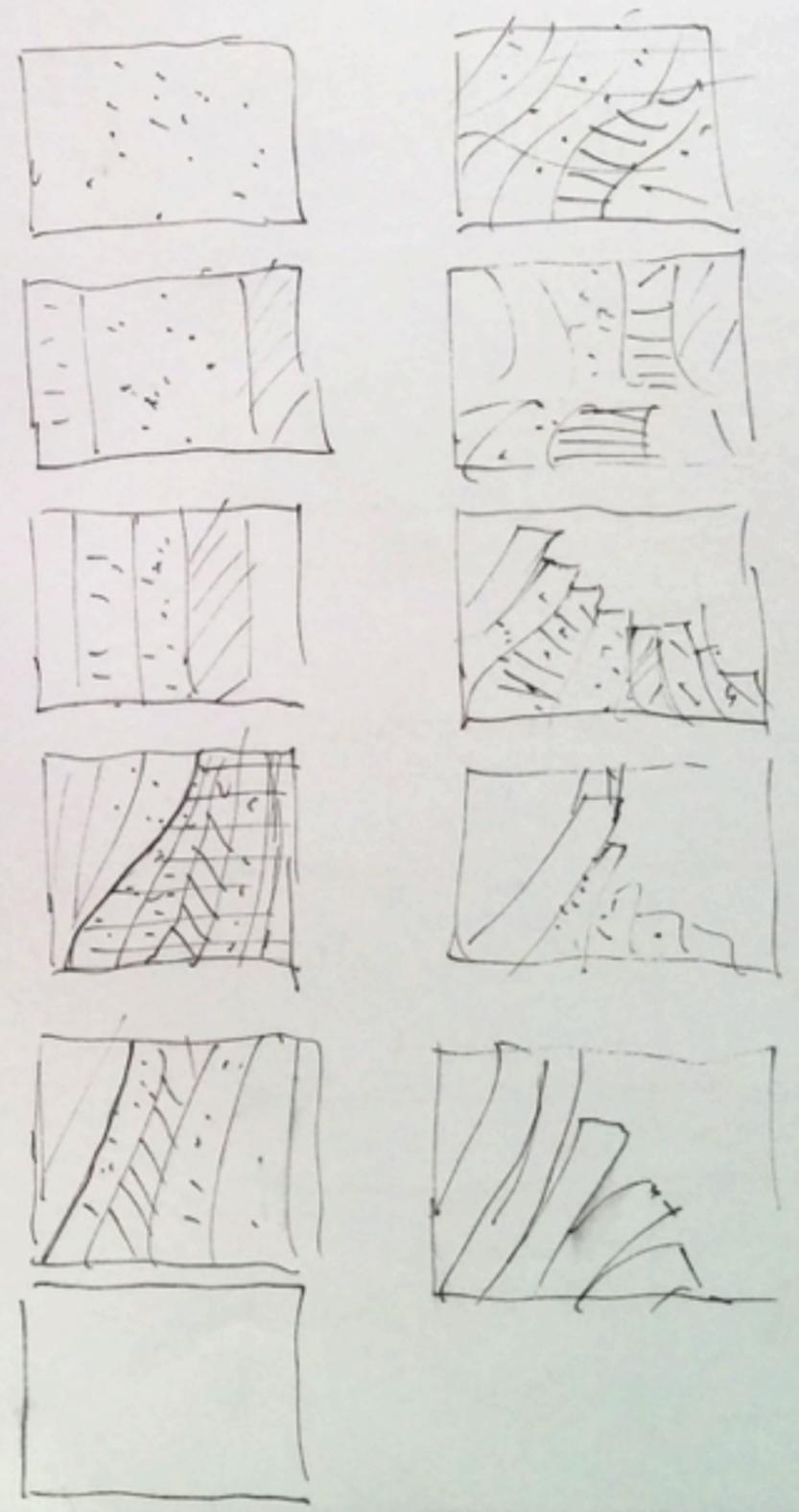
Random Transitions



BLEND RANDOM CHOICES

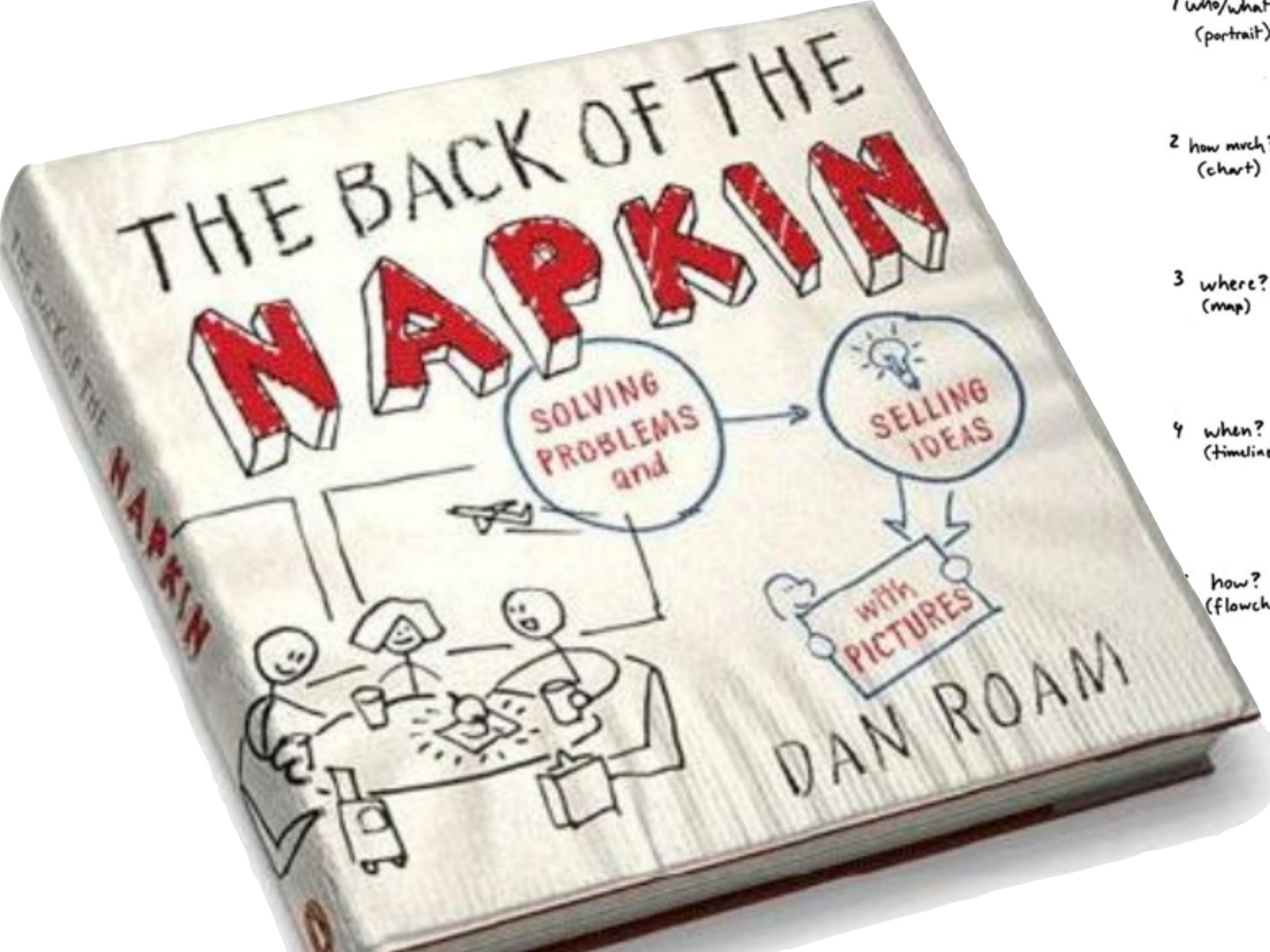
nel

Color To 3D Swam



COMBINE RANDOMLY

ON THE BACK OF THE NAPKIN



① which framework
② which version

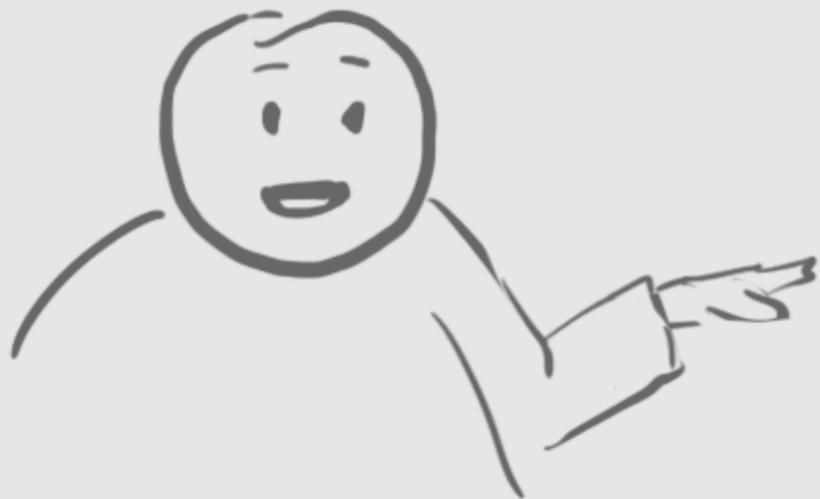
	S. Simple elaborate	Q. quality quantity	V. vision execution	I. individual comparison	Δ. change as-is
1 who/what? (portrait)					
2 how much? (chart)					
3 where? (map)					
4 when? (timeline)					
how? (flowchart)					

Drawn from:

The Back of the Napkin
Solving Problems and Selling Ideas with Pictures

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Dan Roam
all rights reserved

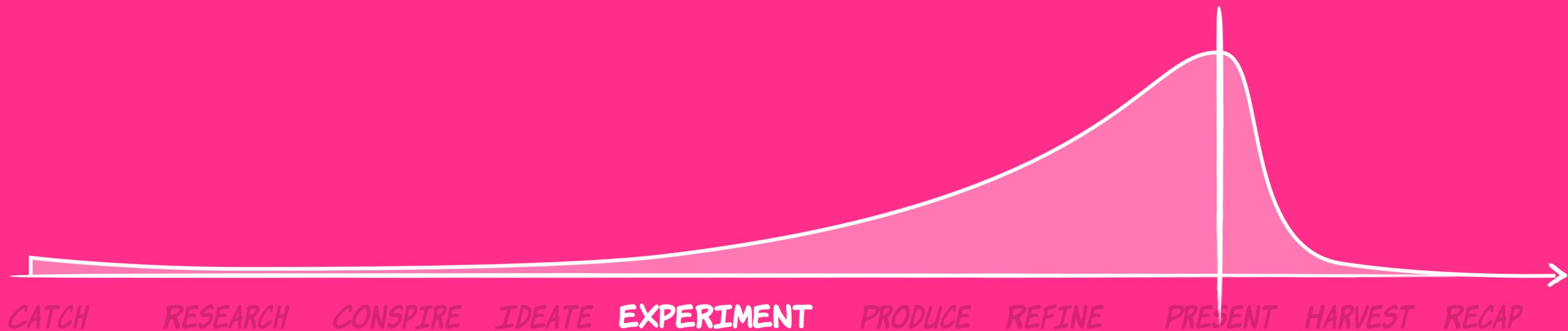
*IF IT LOOKS GOOD,
IT'S NO LONGER A BUG.*



USE RANDOM-SEEDS

<INSERT LIVE DEMO HERE>

GETTING IN THE FLOW



**GET RID OF WHITE CANVAS
AS QUICKLY AS POSSIBLE**

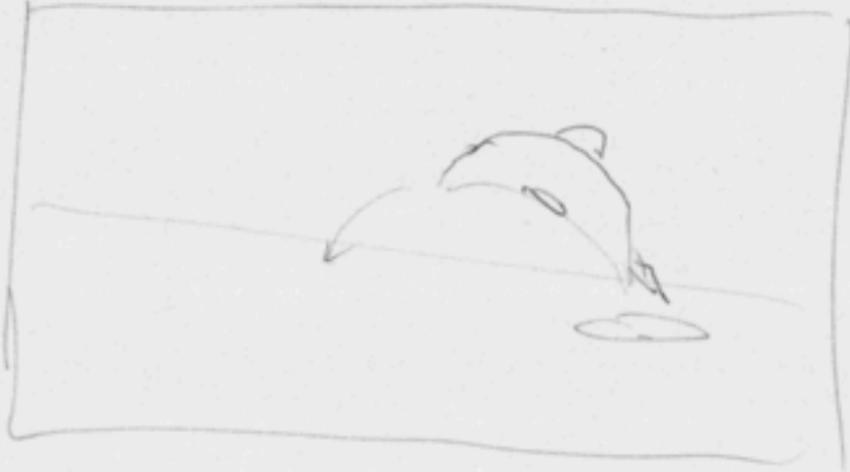
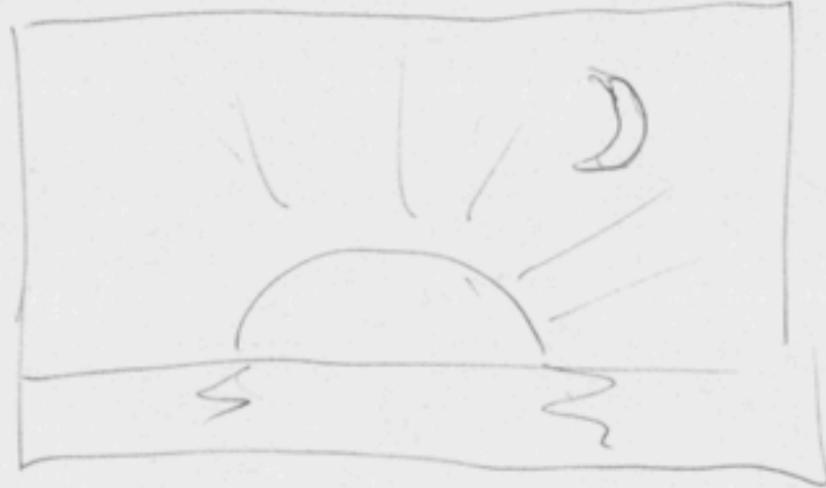
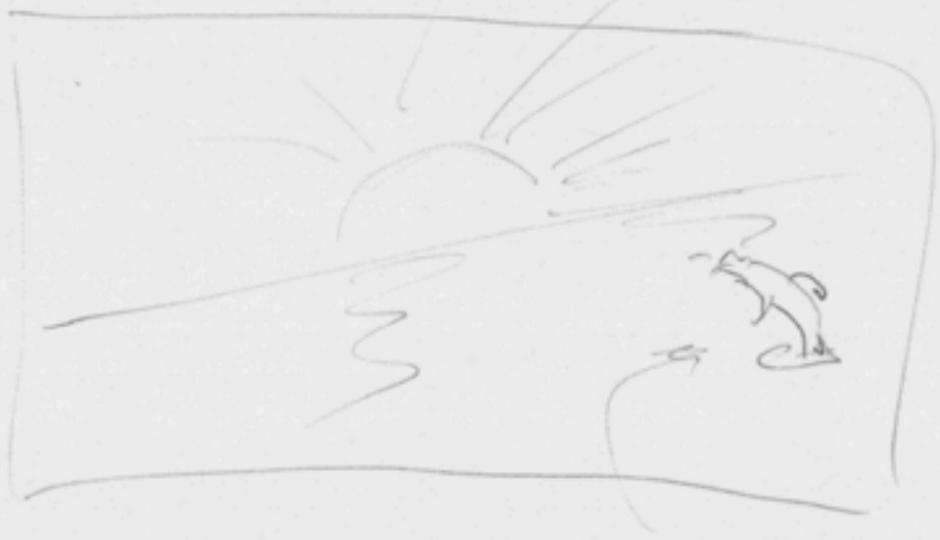
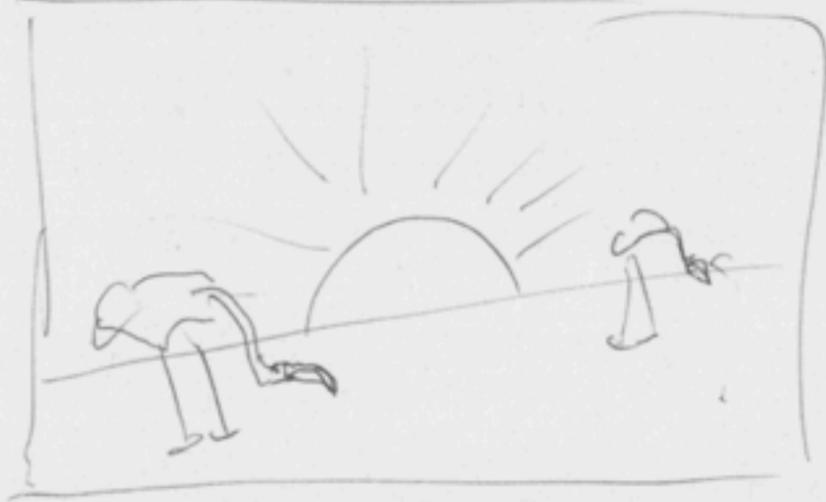


USE WHATEVER IS AVAILABLE

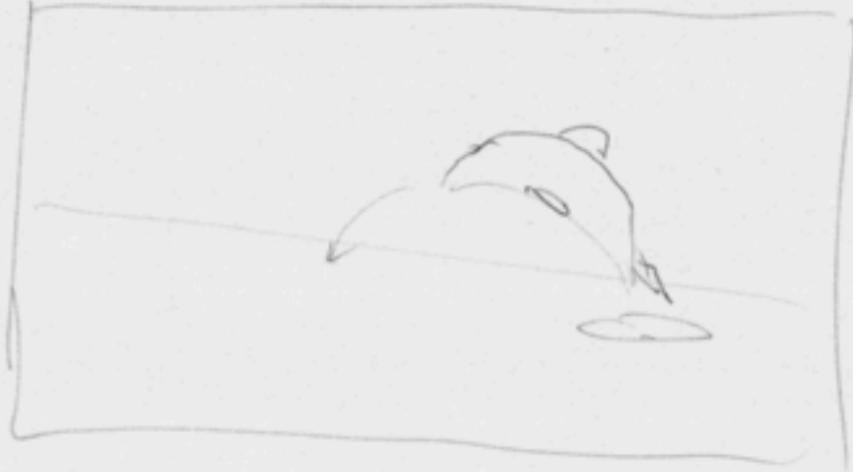
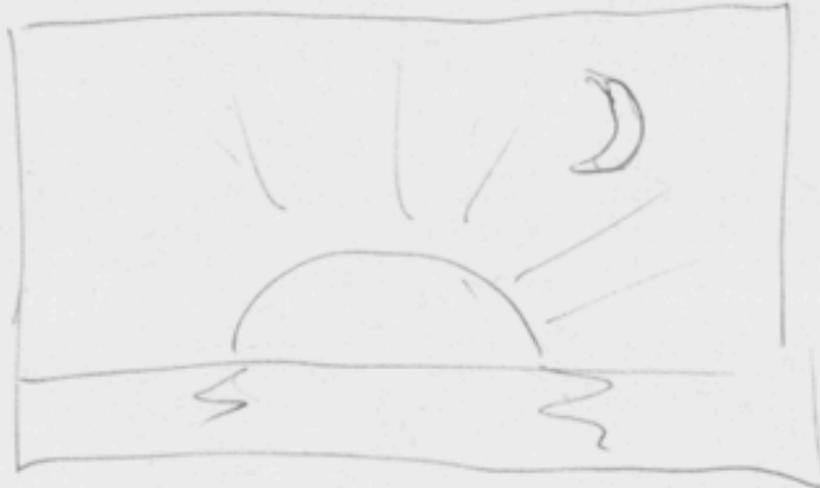
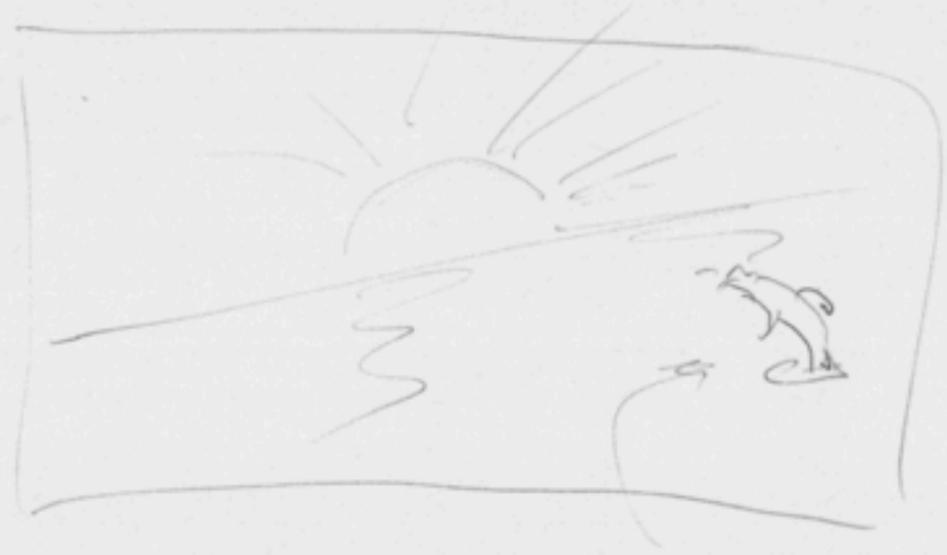
- ✓ **COMMERCIAL MUSIC**
- ✓ **YOUTUBE-VIDEOS (YES, RIPPING THEM)**
- ✓ **SCREENSHOTS**
- ✓ **RANDOM TEXTURES**

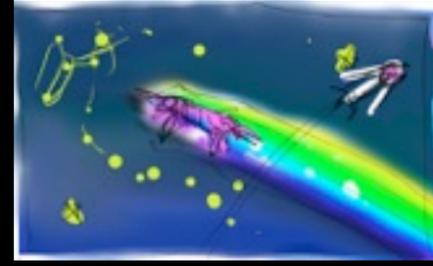
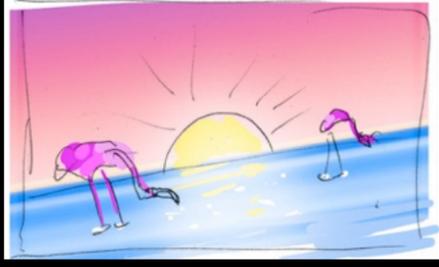
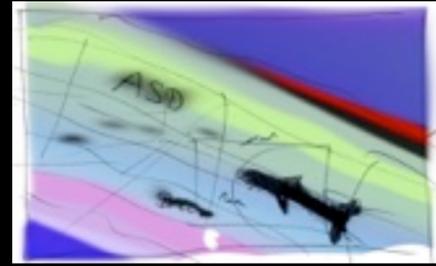
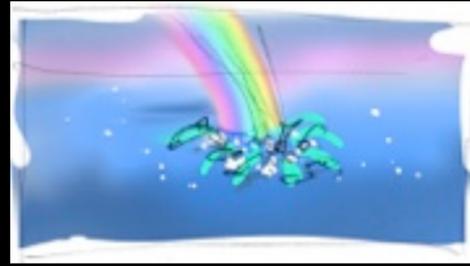
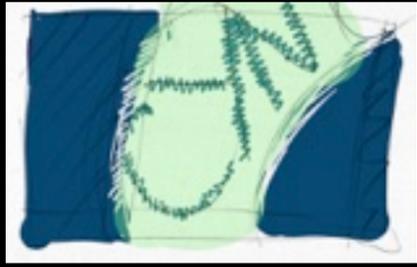
STORYBOARDS

7

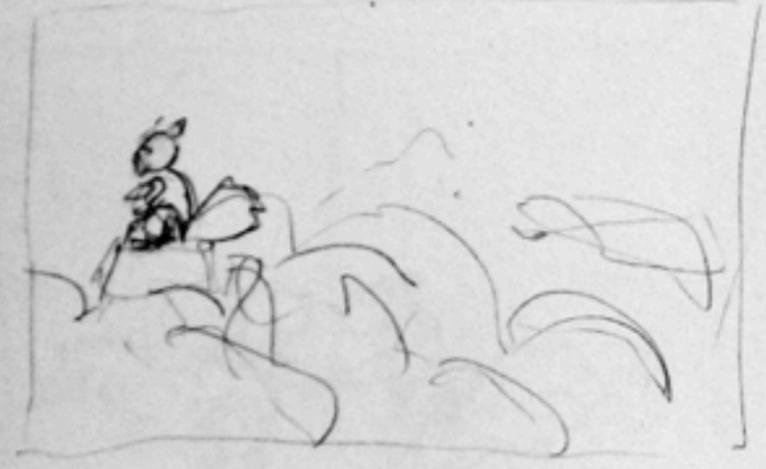


7

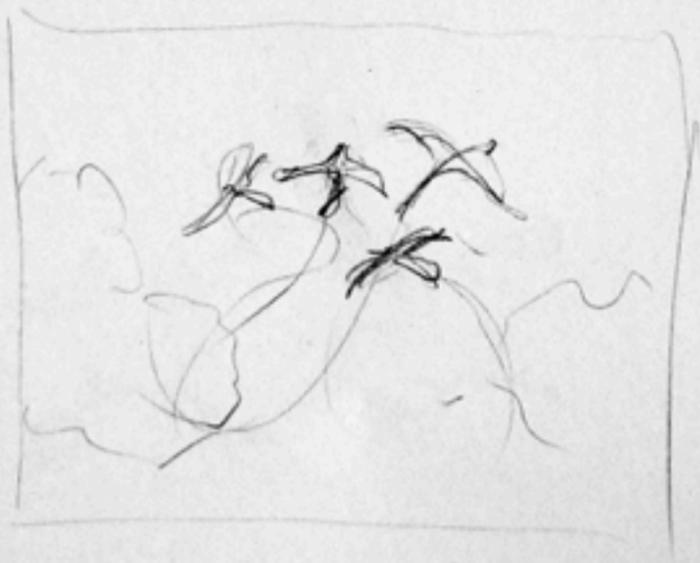




2



can you

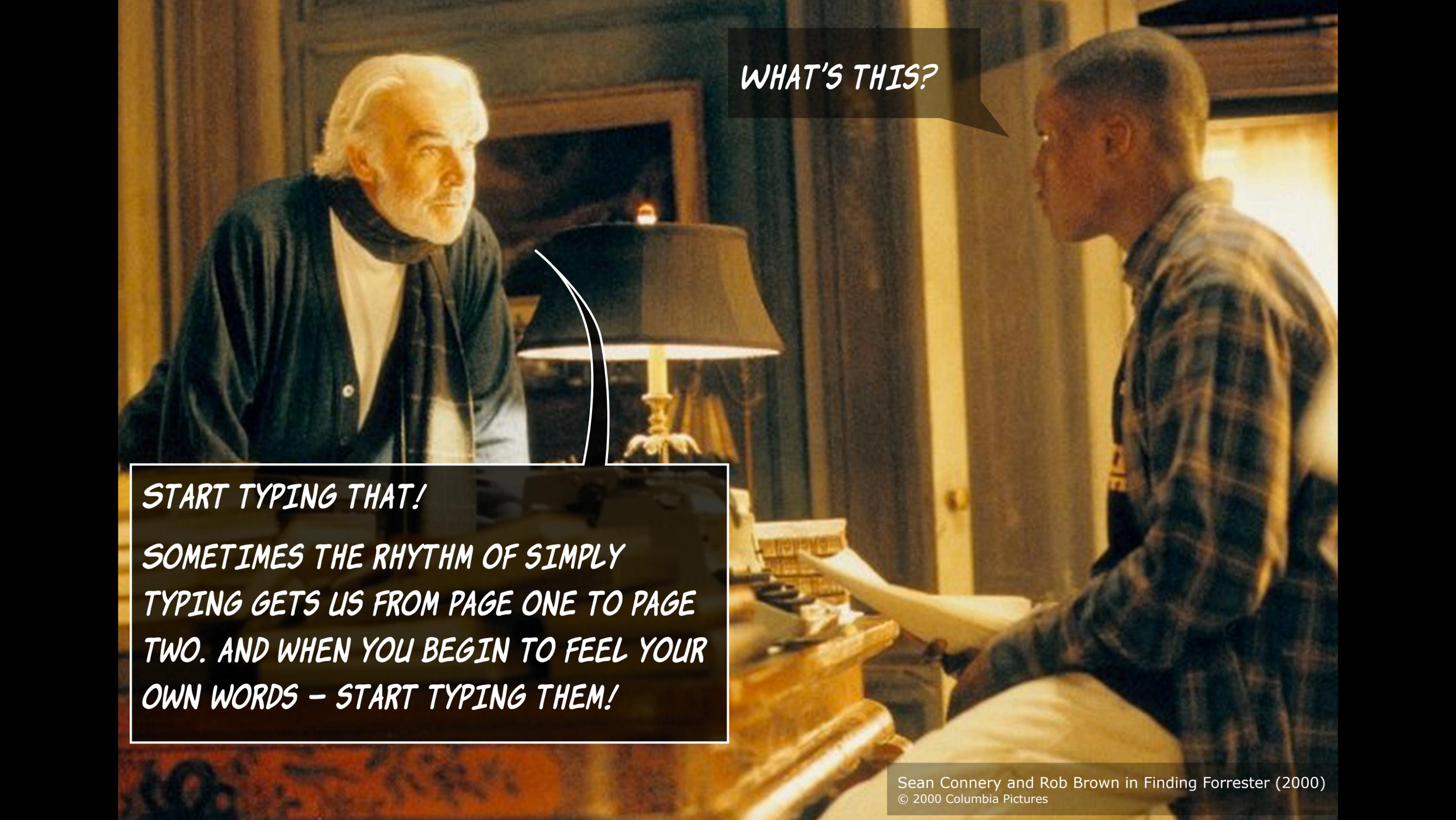


START WITH THE ENDS,
THEN PROGRESS INWARDS



**LAST RESORT:
RECONSTRUCT AND BUILD UP MATERIAL**



A still from the movie 'Finding Forrester' showing Sean Connery and Rob Brown in a room. Sean Connery is on the left, wearing a dark cardigan and a scarf, looking towards Rob Brown. Rob Brown is on the right, wearing a plaid shirt, looking back at Sean. In the background, there is a typewriter on a desk and a lamp with a lit candle. A speech bubble above Rob Brown contains the text 'WHAT'S THIS?'. A large white-bordered box in the foreground contains a quote from Sean Connery.

WHAT'S THIS?

*START TYPING THAT!
SOMETIMES THE RHYTHM OF SIMPLY
TYPING GETS US FROM PAGE ONE TO PAGE
TWO. AND WHEN YOU BEGIN TO FEEL YOUR
OWN WORDS – START TYPING THEM!*

PUNCH THE KEYS FOR GOD'S SAKE!

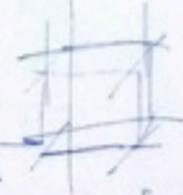
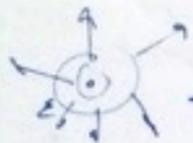
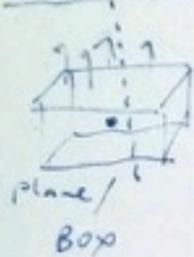


WHEN IN FEAR OF CREATING SOMETHING FOR THE BIN:
SWITCH THE MEDIUM

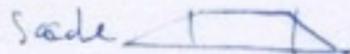


Particles 1

Emit Shape



Shape
Box
Sphere
Circ
Ring
Cylind



Scale . Random
Rotation . Random
Spin . Random

Radius . Min
Max

Size . x y z

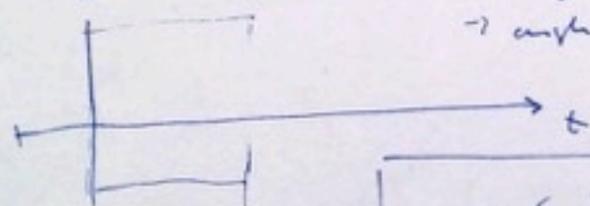
Color Random

Color A

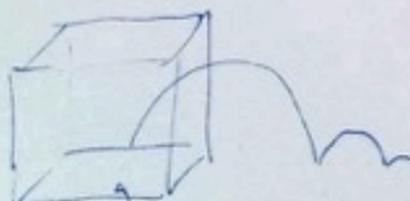
Color B

- p → Emit Pos
- Emit Time
- angle 1 . Rand
- angle 2 . Random

Batch Size

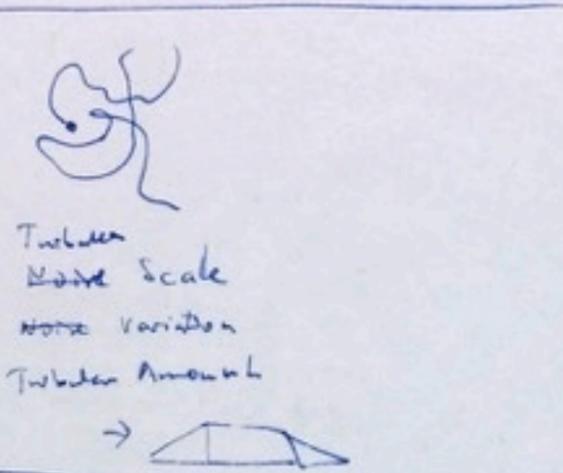


Width
Delay



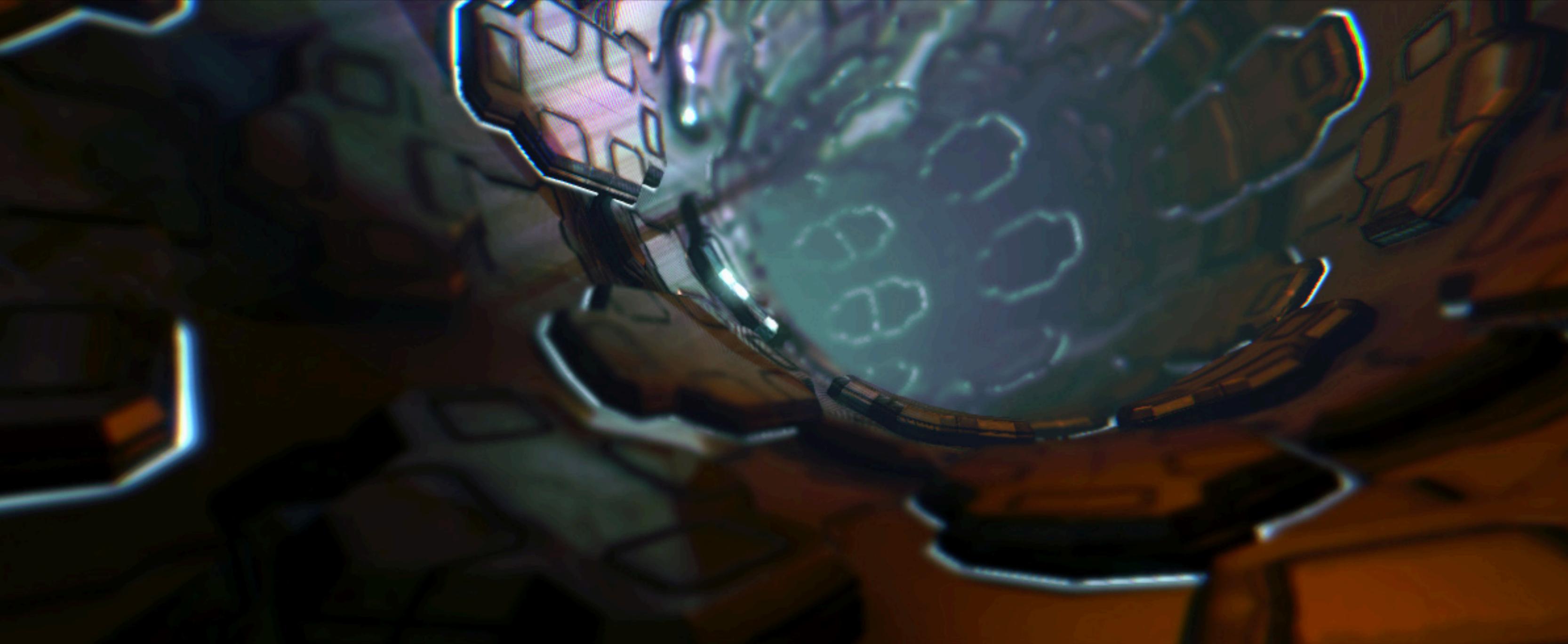
Contains
release

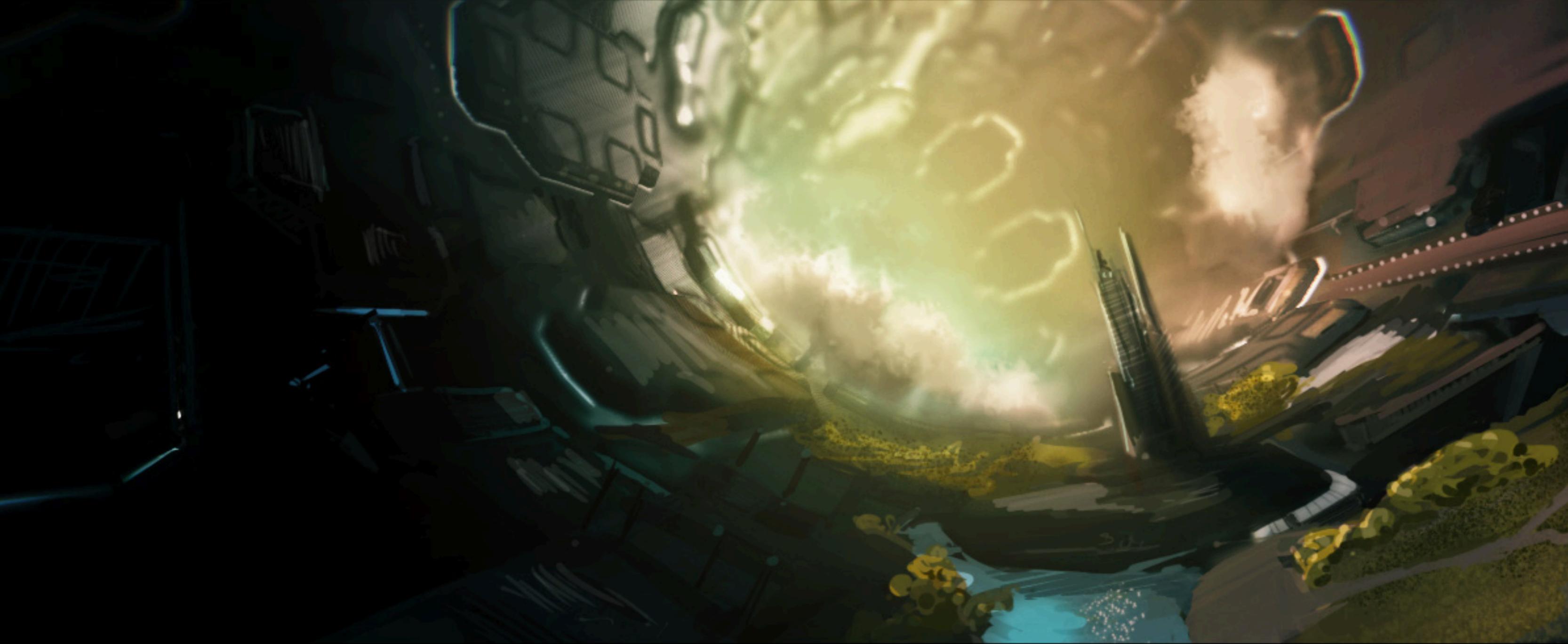
Force . x y z .
(max speed !)



Turbulence
Noise Scale
Noise Variation
Turbulence Amount

PAIN_T-OVERS





FINAL CUT

Event Library

- 2nd Drive
 - 2010
 - Gno...oject
 - Macintosh HD
 - 2011
 - New ...5-11

Jul 14, 2010 (4)

- WS Garden
- Elvis in garden
- CU Gnome
- Tricycle

1 of 4 selected, 20:00

Gnomes Among Us

Fit: 17%

Luma

Settings

- DISPLAY
 - Histogram
 - Vectorscope
 - Waveform
- CHANNELS
 - RGB Parade
 - RGB Overlay
 - Red
 - Green
 - Blue
 - Luma
 - Chroma
 - Y'CbCr Parade
- UNITS
 - IRE
 - millivolts
- Show Guides

00:00:08:29

100%

HR MIN SEC FR

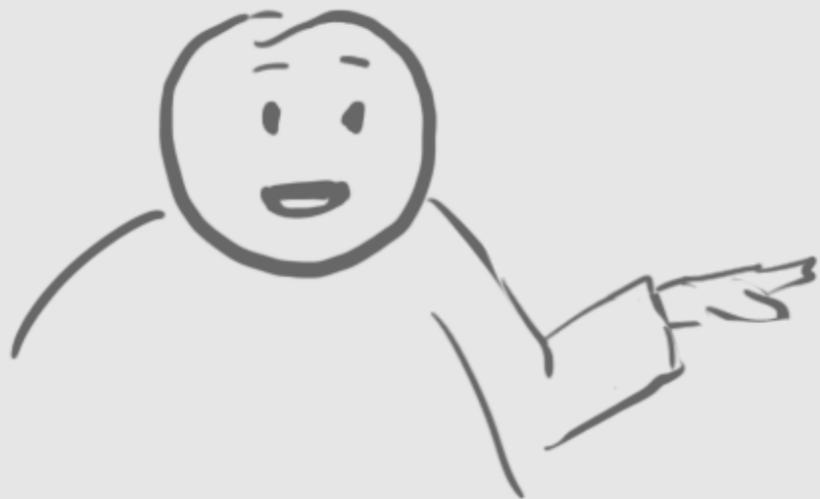
Gnomes Among Us

00:00:00:00 00:00:05:00 00:00:10:00 00:00:15:00

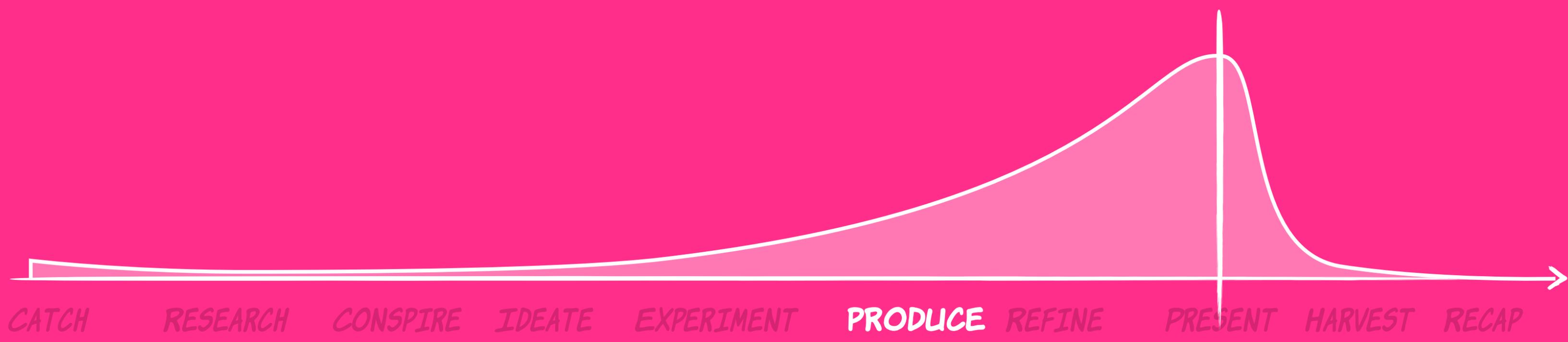
- WS Garden
- CU Gnome
- Tricycle

LarryJordan.biz

HAVING A CONCEPT ALWAYS HELPS



FOCUS!



I SENT YOU SOMETHING TO HELP
YOU FOCUSING FINISH YOUR TALK.



Procrastinators UNITE..



tomorrow.....

EATING THE FROG FIRST

POMODORO FOR THE ~~WIN~~

START



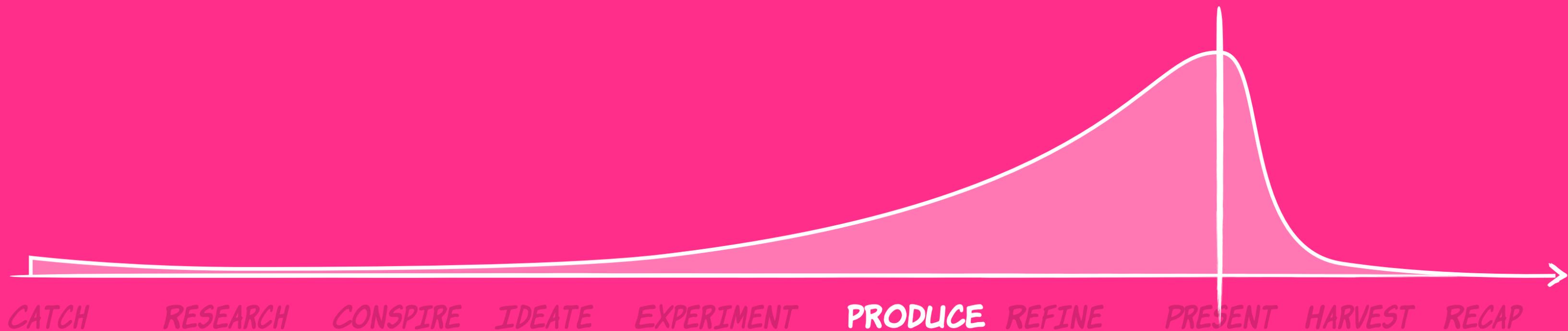
THE USUAL STUFF:

NO EMAIL

NO SURFING

SKYPE ON DO NOT DISTURB

MAKING PROGRESS



CONSPIRE

(E.G. FIND A TEAM)



WEEKLY MEETINGS ARE AWESOME!



A WIKI HELPS



THE MARVELS OF MODERN TECHNOLOGY:

GIT, DROPBOX

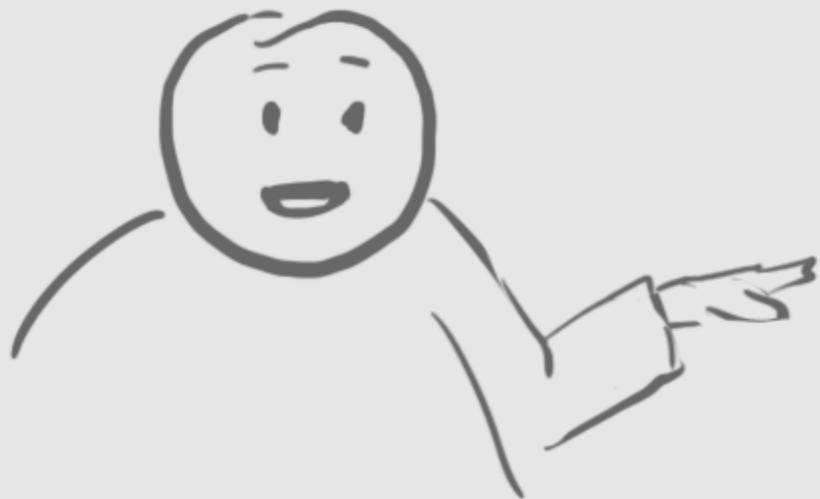


CHAT (IRC-CHANNEL?) WITH ALL
GIT-COMMITS AND SCREENSHOTS



EXPORT OFTEN AND FREQUENTLY

(IMAGE SEQUENCES, ANIMATIONS, EXECUTABLES)



RULES DON'T (NECESSARILY) KILL CREATIVITY

1. NAMING-CONVENTIONS
2. VERSIONS-NUMBERS ARE YOUR FRIEND
3. SETUP DIRECTORY-**STRUCTURE** AT THE BEGINNING



```
we-follow/  
  3d/  
  psd/  
  releases/  
    2014-11-23 We-follow-v03.zip  
    2014-11-24 We-follow-v04a.zip  
  references/  
  music/  
  screenshots/
```

```
Tool12/  
  assets-we-follow/  
  assets-we-follow/  
    images  
    sound  
    3d  
    references
```

YOU ARE SO GERMAN...



ADD TIMESTAMP AND VERSION



CELEBRATE FEEDBACK

THE CONCEPT IS COOL,
BUT THE COLORS SUCK.



THANKS! I KNOW... I'M STILL
WORKING ON THE COLORS.



LEARN TO BE KIND

AWESOME CONCEPT, BUT
THE COLORS ARE NOT
REALLY MY CUP OF TEA...

~~THE CONCEPT IS COOL,
BUT THE COLORS SUCK.~~



DID I MENTION SCRIBBLES?



TALKING TO MUSICIANS

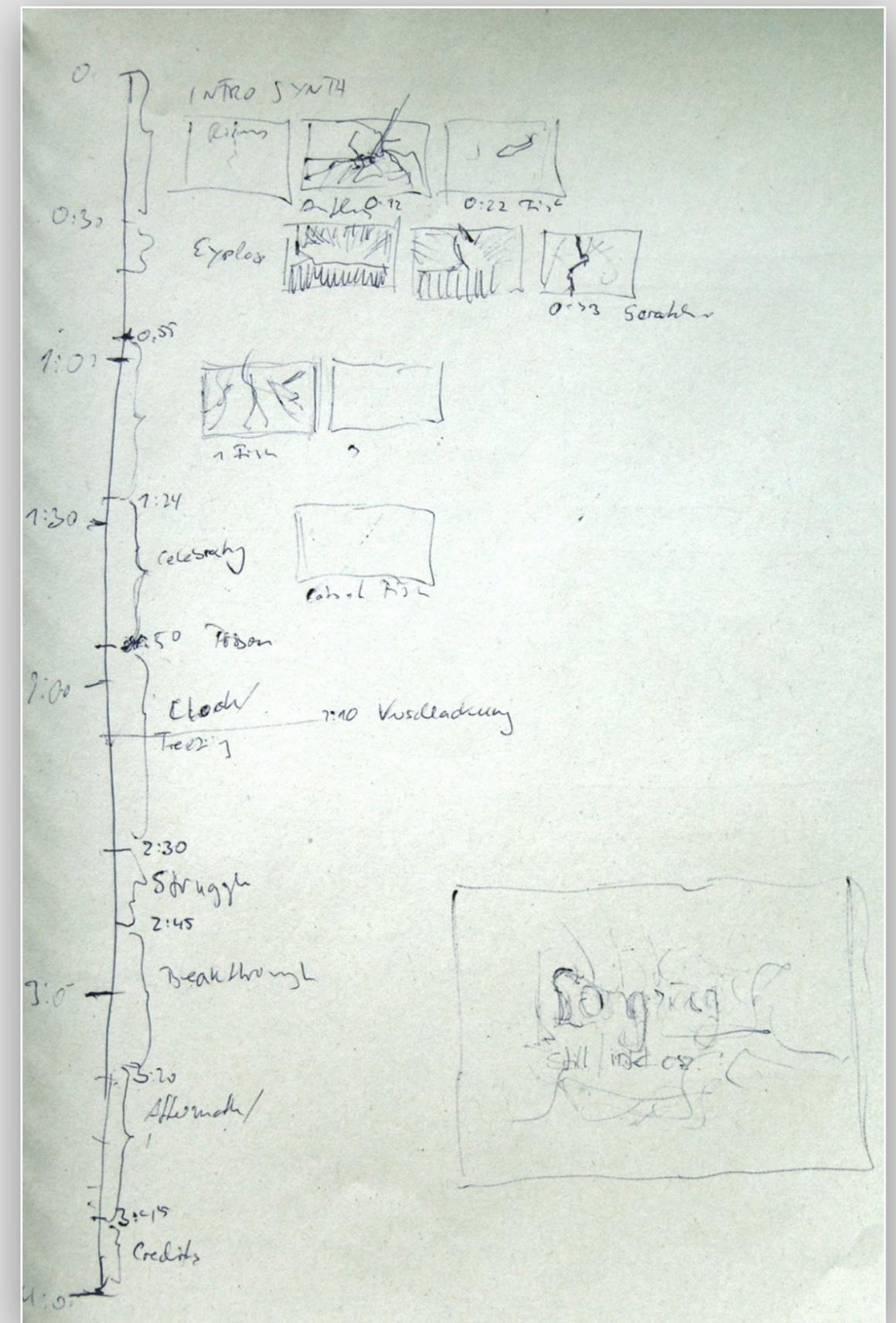
SET STRICT DURATION

DESCRIBE WHAT'S GOING ON

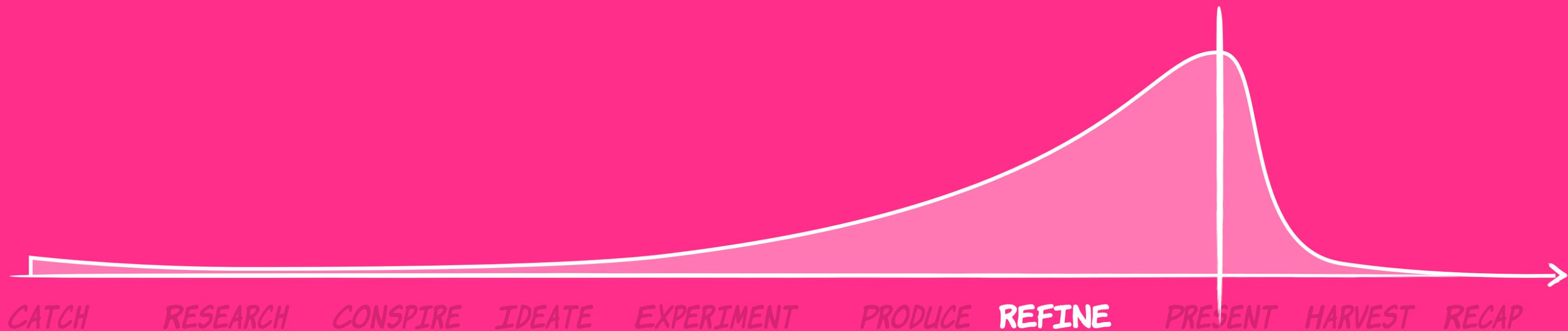
COMPARE, DESCRIBE, EXPLAIN

LEARN TO DISCUSS MUSIC

RESPECT THEIR DOMAIN



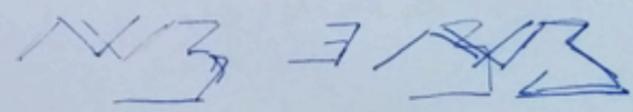
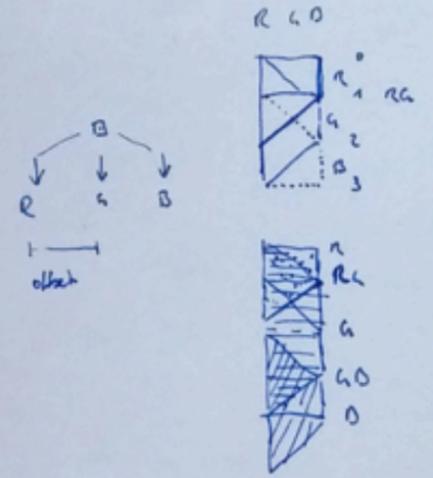
TWEAKING

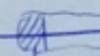


TODO-LISTS ON PAPER ARE AWESOME

TODO - UE-FLOW

- ~~00:05 - Text? Credits / "Still"?~~
- ~~00:40  sync to beats~~
- ~~00:41 Remove Still~~
- ~~00:14 sync something to beat (Camera?)~~
- ~~00:18 move cars~~
- ~~00:28 Flash-Ring too short~~
- ~~0:29  offset of dots dot~~
- ~~0:31  Camera close~~
- ~~0:29  dots line~~
- ~~0:32 Too fast two - in~~
- ~~0:30 - 0:34 stretch to 4 sec~~
- ~~0:34 - 0:46 Fill black gap~~
- ~~0:48 - change segue to avoid similarity~~
- ~~0:53 - sync to snare~~
- ~~0:54 - inner triangle?~~
- ~~1:03 - six - come jump avoid?~~
- ~~1:02 sync to  gear ball Sambamba~~
- ~~1:10 Transition a bit smoother?~~
- ~~1:17 improve frame rate? → fill rate?~~
- ~~1:20 flickering center of circles?~~
- ~~1:32 focus performance? → blend Meshes!~~
- ~~1:42 offset Tetra to avoid flickering~~



- ~~⚡ T2 - fixes~~
- ~~□ Boom Timeline → curve update~~
- ~~□  Dragging ops~~
- ~~□ T2 not~~

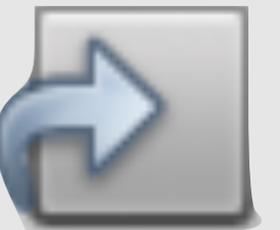
~~0:31  Camera close~~

~~dots line~~

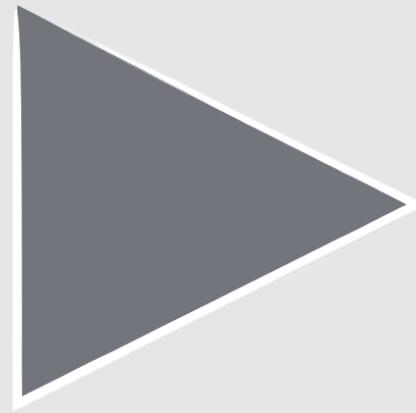
FLIP HORIZONTALLY



FLIP HORIZONTALLY

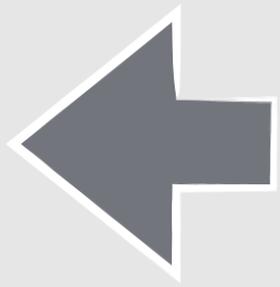


SLOW PLAYBACK

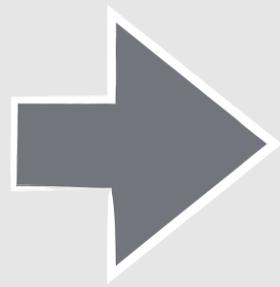


X 0.25

SLOW PLAYBACK



$- = 1/30$



$+ = 1/30$

ON OUR TODO-LIST: PAINT IN ANNOTATIONS

The image displays a 3D software interface with several panels:

- Scene Graph (Left):** A hierarchical tree of nodes. The root is 'Output', which branches into '+ Target Cloud' and 'Fog'. '+ Target Cloud' includes BlendState, DepthStencilState, FlatShader, Transform, SetTexture, and Rectangle. 'Fog' includes Transform, RasterizerState, TransformUV, PhongShader, Material, DepthStencilState, and SetTexture. Other nodes include 'DepthStencilState', 'FlatShader', 'Transform', 'SetTexture', 'Rectangle', 'Noise', 'PhongCubeMapping', 'Carvas', 'Group', 'LoadImage', 'CubeMapFromScene', 'Group', 'SimpleSkySphere', 'PhongShader', 'FlatShader', 'Transform', 'Replicate', 'Disable Z-Test', 'Set Text', and 'Rectangle'. At the bottom, there are nodes for '+ ParticlesComingCloser', 'DepthStencilState', 'SetTexture', 'Material', 'Fog', 'Transform', 'TornadoGizmo', 'BakeMeshes', and 'BuildingWithPosition'. Another branch includes '+ MainTornado', 'TornadoScatte', 'BakeMeshes', 'Transform', and 'BuildingsForConstruction2'.
- Parameter Panel (Top Middle):** Shows 'lib.3d.modify Transform' with a table of scene input parameters:

Property	X	Y	Z
Translate	-150	0	-0.08
Rotate	0	-66	0
Scale	1	1	1
Pivot	0	0	0

It also features a color wheel and a hex code input field showing '#FFDFD'.
- MeasureView (Top Right):** A graph showing a signal over time, with a peak at 194.4s.
- Selection View (Top Right):** A 3D view of a scene with a building and trees. A 'Lock to...' dropdown is set to 'SetTexture'.
- Selection View (Bottom Right):** A 3D view of a scene with a bright sun and a tornado. A pink arrow points from the bottom right towards the sun and tornado. There are also pink circles highlighting the sun and a small object in the foreground.
- Timeline (Bottom):** A horizontal timeline with a 'Switch' button and a 'Reconstruction' button. The timeline shows a sequence of frames from 02:00s to 05:00s.

WATCH OUT FOR COLOR-CLAMPING

The image displays a video editing software interface with several key components:

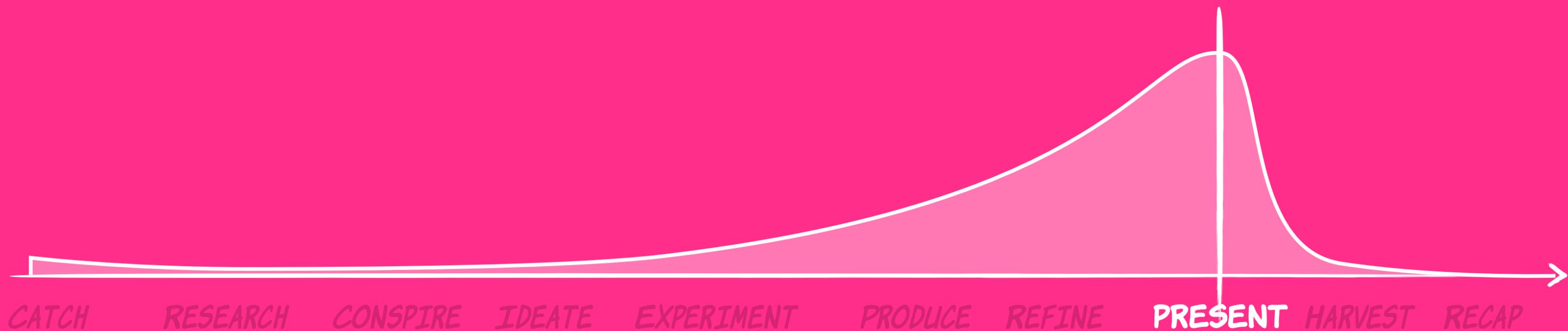
- Library/Composition:** Shows a project named "DefaultHome" with a timeline at 01:43:01. The main composition area contains a complex node-based graph with nodes such as "FinalOutput", "Layer2d", "endImagesMultip", "AdjustColors", "Waveform", "Displace2dAngle", "GaussBlur", "MotionBlur", "Glow", "Glow", "ChromaticAberratic", and "Camera".
- Parameter Panel:** Displays settings for "user.abx DefaultHome", including a "Click to set name" field and a "Custom" button. It also features "Save Preset" and "Upd Prev" buttons.
- Console:** Shows "Selection View" with a checked "Lock to..." option set to "Layer2d".
- Preview Area:** The top preview window shows a vibrant, abstract scene with a bright central light source and swirling, multi-colored lines. Below it, a row of four smaller preview windows shows a zoomed-in view of the particle effects, with pink arrows pointing to the left and right edges of the particle cluster.
- Color Panel:** Includes a color wheel and a color picker showing the hex code "#7F7F7F".

CHECK IN FULLSCREEN

DAMN!



PRESENTATION & HARVEST



DISCUSS HOW TO SPLIT EVENTUAL PRICES

WHY DO WE HAVE TO CREDIT HIM, IF HE NEVER FINISHED THE EFFECT ANYWAY?



HUH?



DISCUSS HOW TO SPLIT EVENTUAL PRICES

SINCE WE WON BECAUSE OF THE EFFECT,
I SHOULD GET MORE OF THE PRICEMONEY.



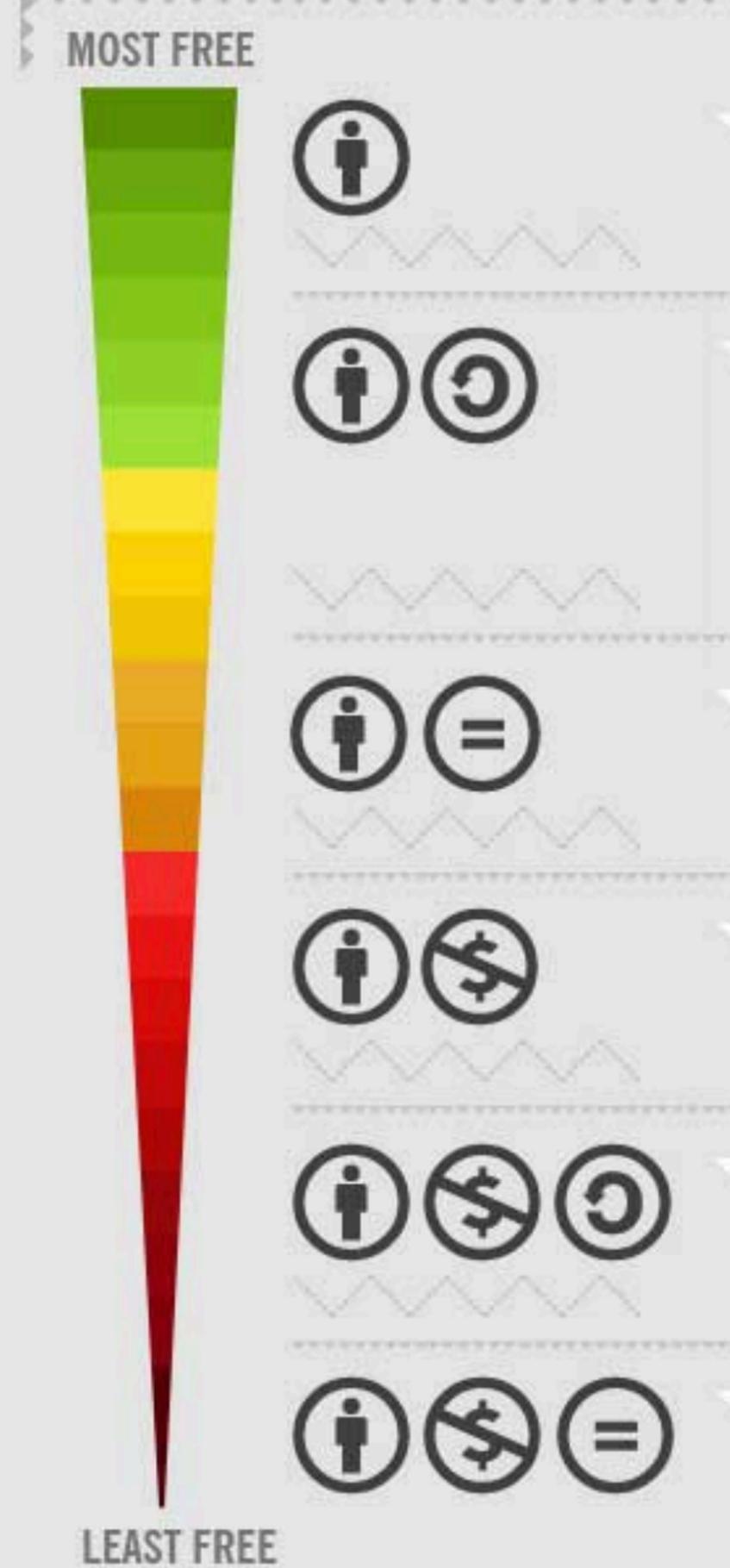
HUH?



DISCUSS LICENCES

I DON'T THINK THAT ANYBODY SHOULD USE OUR STUFF FOR COMMERCIAL PROJECTS.

WHY?

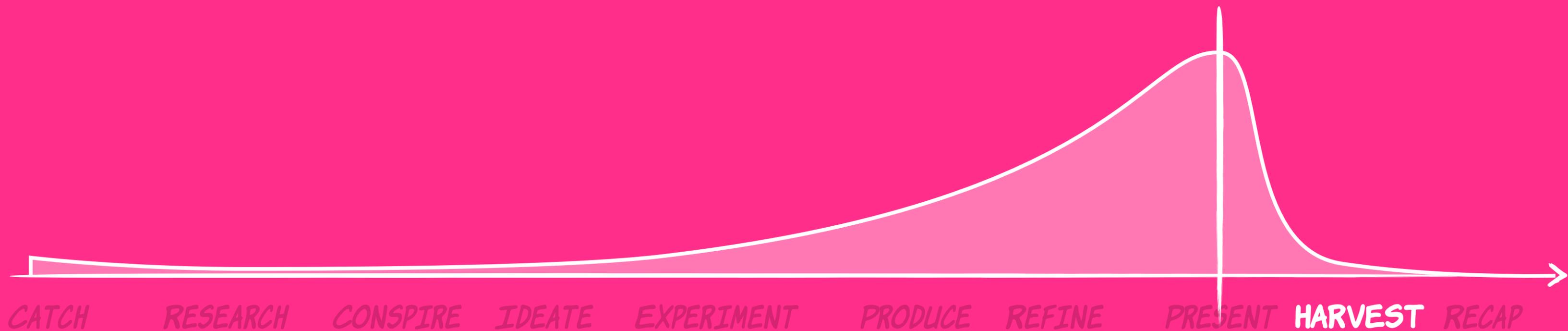


PREPARE RELEASE ON ALL CHANNELS



TOOLL.IO

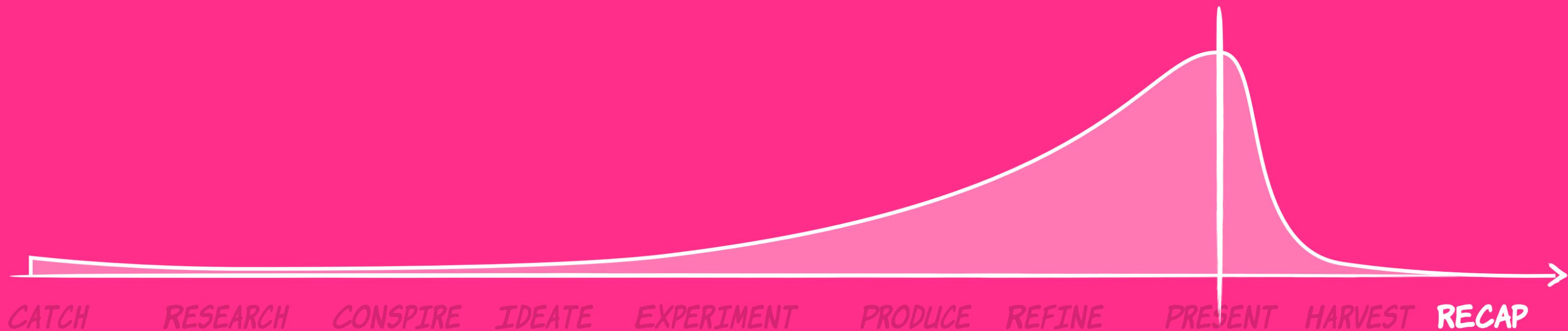
HARVEST & SHARE



SHARE

EXPLAIN, SHARE SOURCE-CODES, GIVE TALKS

RECAP



LISTEN TO CRITIQUE (SELECTIVELY)

Great direction in here; beyond the perfect sync, the flow is flawless, I can't tell when one object is replaced by another. My only suggestion would be to increase the number of polygons in some places, as they're noticeable and that takes away a bit of the magic.

Anyway, my favourite scene is the vertical gradient interlude. <3



added on the 2014-12-29 16:04:13 by Zavie

The tune is great, but I just don't think the visuals suit the music very well, but the synch is good, the visuals are still smooth, it's just a bit underwhelming. Weak thumb.



added on the 2014-12-29 16:10:45 by keito

Indeed there were loads of small glitches that prevented all of the effects being shown exactly as intended. Sadly also that means that one of my favorite screens in the demo was [completely wrong](#).

Overall I concur with kuma and keito. Lots of inventiveness as far as transitions go, but the visuals just boring geometric shapes. There's a good palette of ideas here that could be applied loads of different visuals, but I'm just grown too numb of the whole gif animation scene. The thing I guess that is missing is some meaningful attachments or symbolism to the shapes because I'm not really interested in them just performing the visual equivalent of acrobatics.

added on the 2014-12-29 16:36:46 by noby

Is there a reason why there's a "Z" in the middle of the youtube cap? :D

added on the 2014-12-29 16:52:30 by Gargaj

Great sync and overall performance. Only the transition to colors and the blur feel a bit out of place.



added on the 2014-12-29 16:54:15 by raer



added on the 2014-12-29 17:22:27 by moqui

pretty cool, i see what you did there. but it was missing something it needed to become properly engaging - maybe lost the sense of a journey, needed to find a meaning, needed some big moments of surprise in the transitions, im not sure what.

also with something this "simple" it needs to be technically executed really really perfectly. because anything that's not perfect - (e.g. limitations of antialiasing / under-tessellation in places / motion blur would have helped) - stands out a mile when it's in flat white on black. black on white. whatever.

added on the 2014-12-29 17:30:28 by smash

The last scene was broken similarly on NVidia Titan Black like @noby had. I had no idea as I didn't watch the youtube cap until now.

added on the 2014-12-29 17:40:12 by visy

WHY I MAKE DEMOS...

TEAMWORK

RELEASE

EXPLORATIVE



PARTY!

MANAGABLE

DEADLINES

**INNER RELEASE CYCLE
(NEW VERSION)**

MORE,
BETTER,
COOLER,
CLEANER



INTER RELEASE CYCLE

(NEXT DEMO)

NEW STUFF, LESS, BETTER

INNER RELEASE CYCLE

(NEW VERSION)



LIFE

(NEXT PROJECT)

KNOWLEDGE

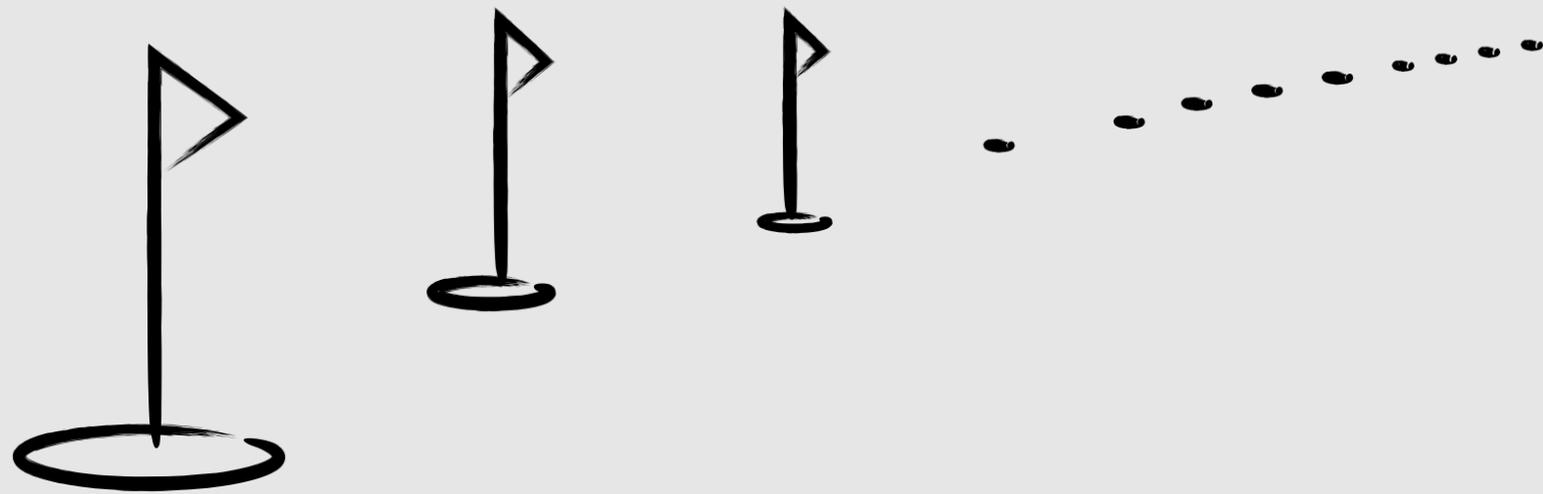
EXPERIENCE

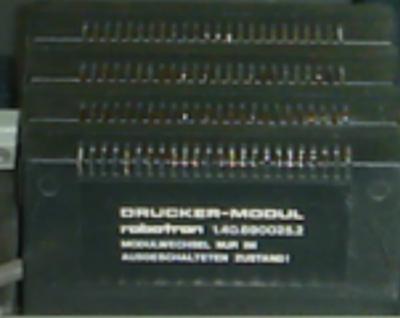
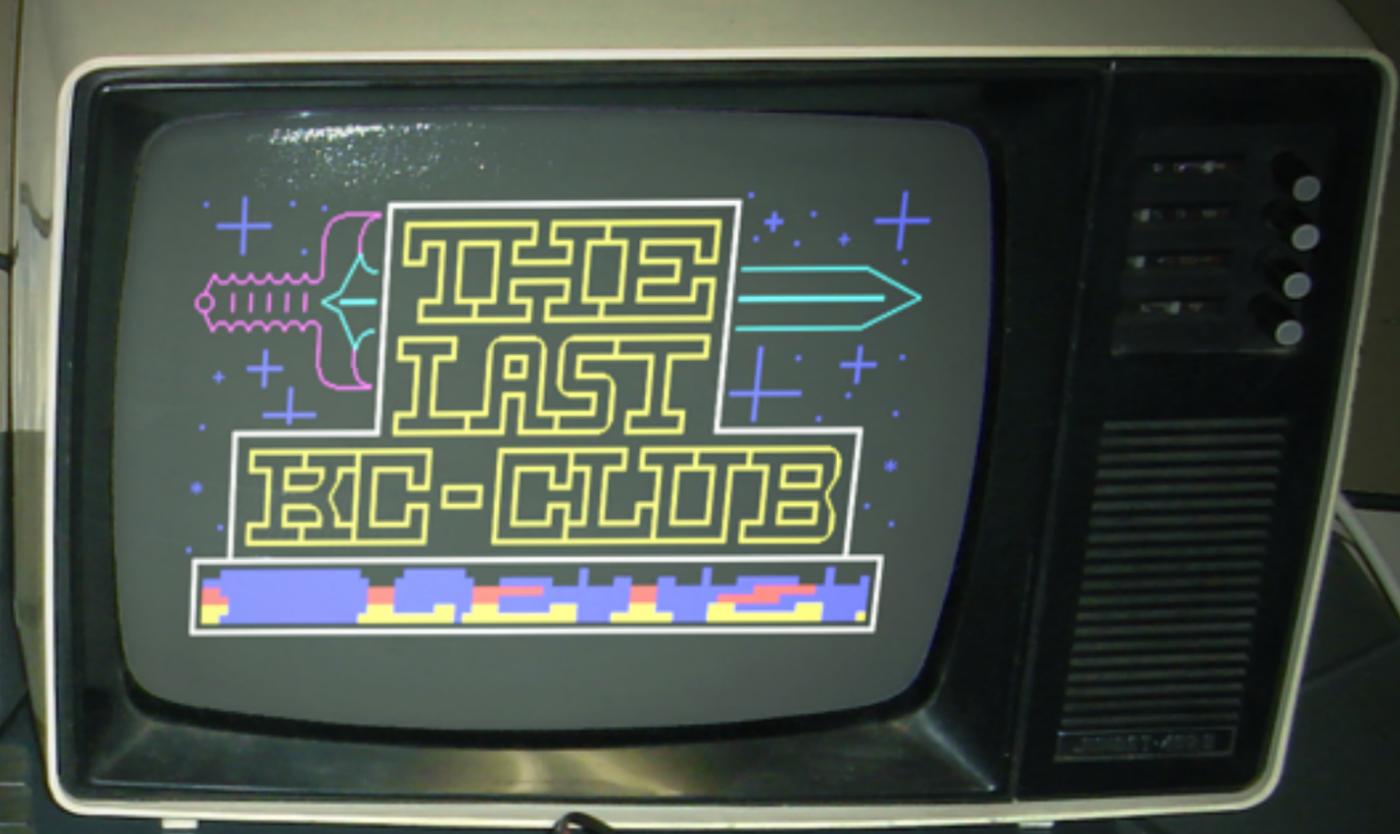


*BEEN THERE,
DONE THAT*

LIFE... IS A JOURNEY

MY GOSH...
AM I THAT OLD?





WHY TO START

THE DANGER OF SETTING THE BAR TOO HIGH

HOW IS THIS EVEN
POSSIBLE?



"NUMB RES" BY CNCD

YOU DON'T MAKE DEMOS TO GET FAMOUS.





PSY - GANGNAM STYLE (강남스타일) M/V

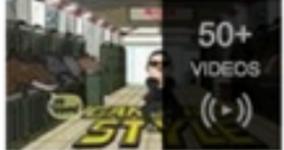
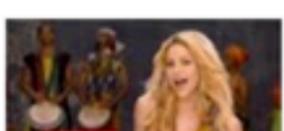
 **officialpsy**

7,793,213

2,251,157,227

140,660 1,210,114

Published on 15 Jul 2012
▶ Watch HANGOVER feat. Snoop Dogg M/V @ <http://youtu.be/HkMNOIYcpHg>

-  **Mix - PSY - GANGNAM STYLE (강남스타일) M/V**
-  **PSY - HANGOVER feat. Snoop Dogg M/V**
by officialpsy
181,445,830 views
5:09
-  **PSY (ft. HYUNA) 오빤 딱 내 스타일**
by officialpsy
546,502,580 views
3:47
-  **PSY - GANGNAM STYLE (강남스타일) Teaser #1**
by officialpsy
21,953,874 views
0:29
-  **PSY - GANGNAM STYLE (강남스타일) @ Seoul Plaza Live Concert**
by officialpsy
17,225,694 views
3:51
-  **HULK Does GANGNAM STYLE**
by Bad Boy
49,686,982 views
-  **Carly Rae Jepsen - Call Me Maybe**
by CarlyRaeJepsenVEVO
647,867,317 views
3:20
-  **Shakira - Waka Waka (This Time for Africa) (The Official 2010 FIFA World**
by shakiraVEVO



the timeless by mercury @ Revision 2014

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418,646
 2,434  19

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Published on 20 Apr 2014
1st in the PC 64K compo (Party Version) See below for Final version
<http://www.pouet.net/prod.php?which=6...>
Final Version : <http://www.youtube.com/watch?v=mZdISW...> (Inserted by request)

-  **The Scene Is Dead - Razor1911 | 64k Revision 2012**
by Demoscene High-Quality Videos (Annikras)
182,367 views
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by Demoscene High-Quality Videos (Annikras)



intrinsic gravity



Upload



Video player controls: Play, Mute, 1:35 / 3:34, Settings, HD, Full Screen

Intrinsic Gravity by Still



Pixtur

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31,022

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488 2

Published on 29 Dec 2014
Still-minus 2 - Intrinsic Gravity / Visit nvScene 2015
A demoscene realtime-Animation for Under Construction 2014

- Mix - Intrinsic Gravity by Still**
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by TheDemoTube
- Beta by Still (FullHD 1080p HQ HD demoscene demo Evoke 2011)**
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- Mito Chondrio - ASD**
by Demoscene High-Quality Videos (Annikras) 6,741 views

THE DEMOSCENE HAS A TRADITION OF WELCOMING AND RESPECTING NEWCOMERS

THIS IS A FIRST
PROD? BUT HOW?



Secret Rooms [info]



platform : Linux
Windows
type : demo
release date : march 2014
release party : NVScene 2014
compo : pc demo
ranked : 1st

130
18
1

popularity : 2%

0.87 4
alltime top: #339

[download]
[demozoo]
[youtube]
[mirrors...]

eleven [code, graphics]

added on the 2014-03-27 09:15:08 by tomaes

popularity helper

increase the popularity of this prod by spreading this URL:
<http://www.pouet.net/prod.php?which=62853>

comments

Starts slowly and fairly unremarkable, but gets better and ends on a high note.
added on the 2014-03-27 09:25:06 by tomaes

so awesome <3
added on the 2014-03-27 09:32:31 by visy

Probably the best first-prod ever. It's great to see if somebody introduces a whole bunch of new ideas to the scene. And I loooove the abstract kaleidoscope-scene. Well deserved 1st place.
So what's the name of your demo-group? I want to see more!
added on the 2014-03-27 09:33:38 by pixtur

wow! Respekt!
added on the 2014-03-27 09:51:47 by FOSTER

WOW! I think I need to watch this again 2-3 times to understand some of the effects. Original ideas by newcomers!
added on the 2014-03-27 09:53:40 by Optimus

Great ideas and very original effects!
added on the 2014-03-27 10:22:59 by MurphyEXD

great effects with great ideas.

THE ENTRY IS EASIER THAN EVER.

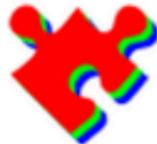


DATING SITE - THE DEMOSCENE WAY

Wanted! x

wanted.scene.org

Apps Focus! TODO Aktuelle Prios/ - FF Gesprächsnotizen/ - Times FF C queue Coding Work Js

 **The demoscene's most wanted!**
Yes we did use coder colors for the logo!

Find something... 🔍

WE WANT

Currently, 9 people are looking for somebody to help them with their projects!

I CAN HELP! ❤️

WE OFFER

At the same time, 14 people are offering their skills to help out others!

I NEED HELP! 🚑

WE... WAT?

You don't know what this is about? No problem, we're all about sharing!

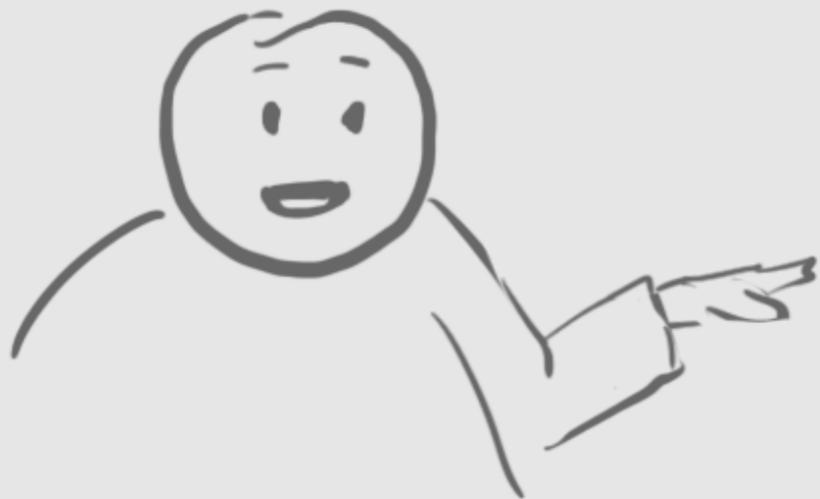
TELL ME! 💬

 **Coder-minded graphician / designer needed for Amiga OCS 4k project**

Posted by Blueberry 4 days ago

NEEDS HELP

YOU HAVE NOTHING TO LOOSE,
(BUT TIME).



THERE ARE FEW THINGS MORE VALUABLE
THAN STUFF WE MADE OURSELF.



*THE ONLY WAY TO LEARN MAKE DEMOS
IS TO RELEASE DEMOS.*

