



 **digitalekultur e.V.**

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Digitale Kultur was founded in 2003 as a friendly society in Cologne, Germany. The association presents the computer as a means of expressing artistic creativity and aims to support the communication between creative people. To achieve this, the association organizes demoparties and other demo-scene related events.

<http://www.digitalekultur.org>

<http://www.demoscene.info>



**The Demoscene**  
Computers new realm

In cooperation with  
<http://www.scene.org>



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Whoever mistakes computers for being boring or non-creative will be proven wrong by the demoscene. Here programmers, graphicians and musicians show off their real skills.

They direct music videos without dancers, set and camera. Their special effects do not need any stunt-coordinators or fog machines. What they need is just a computer and their creativity. All directing and effects, all shades and the whole soundtrack are created on the machine.

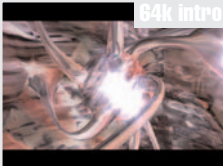
### Digital Artwork

The scene created new digital artforms. Demos are computer animated short movies featuring mind-blowing soundtracks and breathtaking effects.



le petit prince by kolor

They got their name because the involved scenegroups used them to demonstrate their skills. Demos, other than normal animation movies, are calculated live at the time they run on a computer instead of being just a pure playback of pre-rendered scenes. This way even high-end pc hardware is pushed to its limits. Their productions are a result of teamwork. For each part specialists contribute their creation to the final product. Often the group members are from different countries. It is anything but unusual if the demos graphics are, for example,



orbitalism by haujobb



hi freaks by black maiden

done in Germany, the music in Sweden and the 3D effects in Canada. Intros are in many ways similar to demos - they just have to fit additional limitations as they may not exceed 64, in another category only 4 kilobyte. This is less disk space than an empty Word document would use.

### Room for the creative

The demoscene is not limited to a few supertalented programmers: anyone who is creative and wants to contribute to the demoscene is welcome. Curious and interested people are always accepted. Many demosceners work for game companies, some started their own small businesses. Their know-how is widely requested on the market: sceners for example help with the development of new graphic accelerator cards.

### Parties: Fun and Competition

The groups and their members meet at the legendary demoscene-parties. They meet, they party and vote for the best new releases. New techniques are exchanged, new friends and contacts made. Some sceners travel thousands of kilometers to attend. A party can last 3 or 4 days and no one is getting much sleep. The competitors show their skills in a dozen different categories, from the best 4 kb intro, the best music to throwing a harddisk the farthest. And in addition to the recognition for being the producer of an astonishing demo the winners can also receive valuable prizes.

### From piracy to the museum

Today the scene and its productions are in the spotlight. But its history trails back into the early 80's. At a time when there were no gigahertz cpus nor accelerator cards and the Commodore 64 had been newly released just a short time ago it all started with software piracy. Crackers who removed the copy protection from a game put a small intro before it so anyone knew they had been the first to do it. And it was the high art of programming: available disk space was limited as were the abilities of the old computers. But to leave a lasting impression the intro had to look good. And it did - sometimes even better than the pirated game itself.

But the wild days are gone: today you do not need to own any illegal copies to watch intros or demos. You can download them for free from the internet, you can find them at exhibitions and even in a museum. The scene evolved as computers developed. Demos are running on game consoles, gameboys and even cellphones.

It is the technological challenge that makes demos what they are today:

**Art that makes your computer live.**