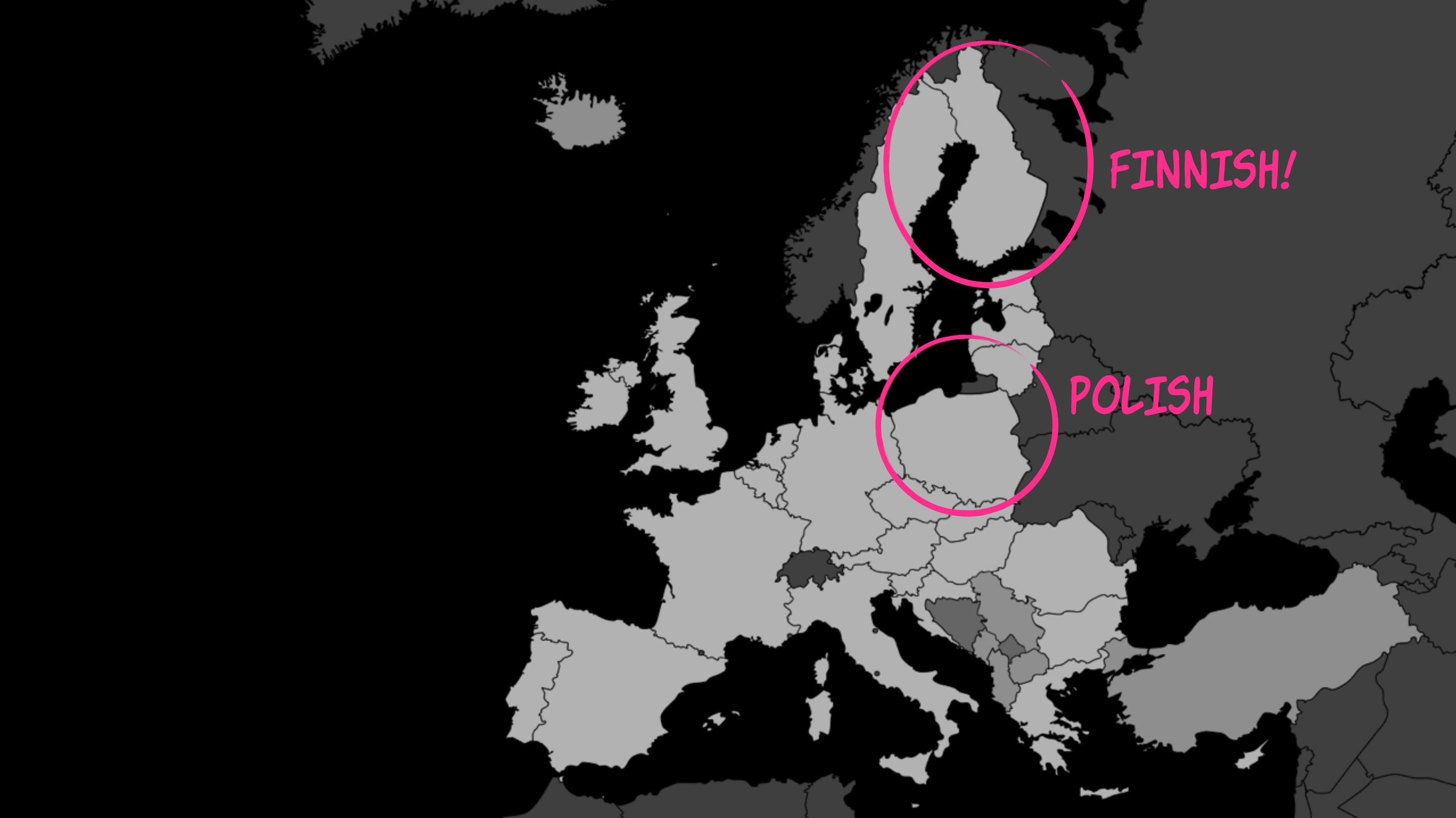
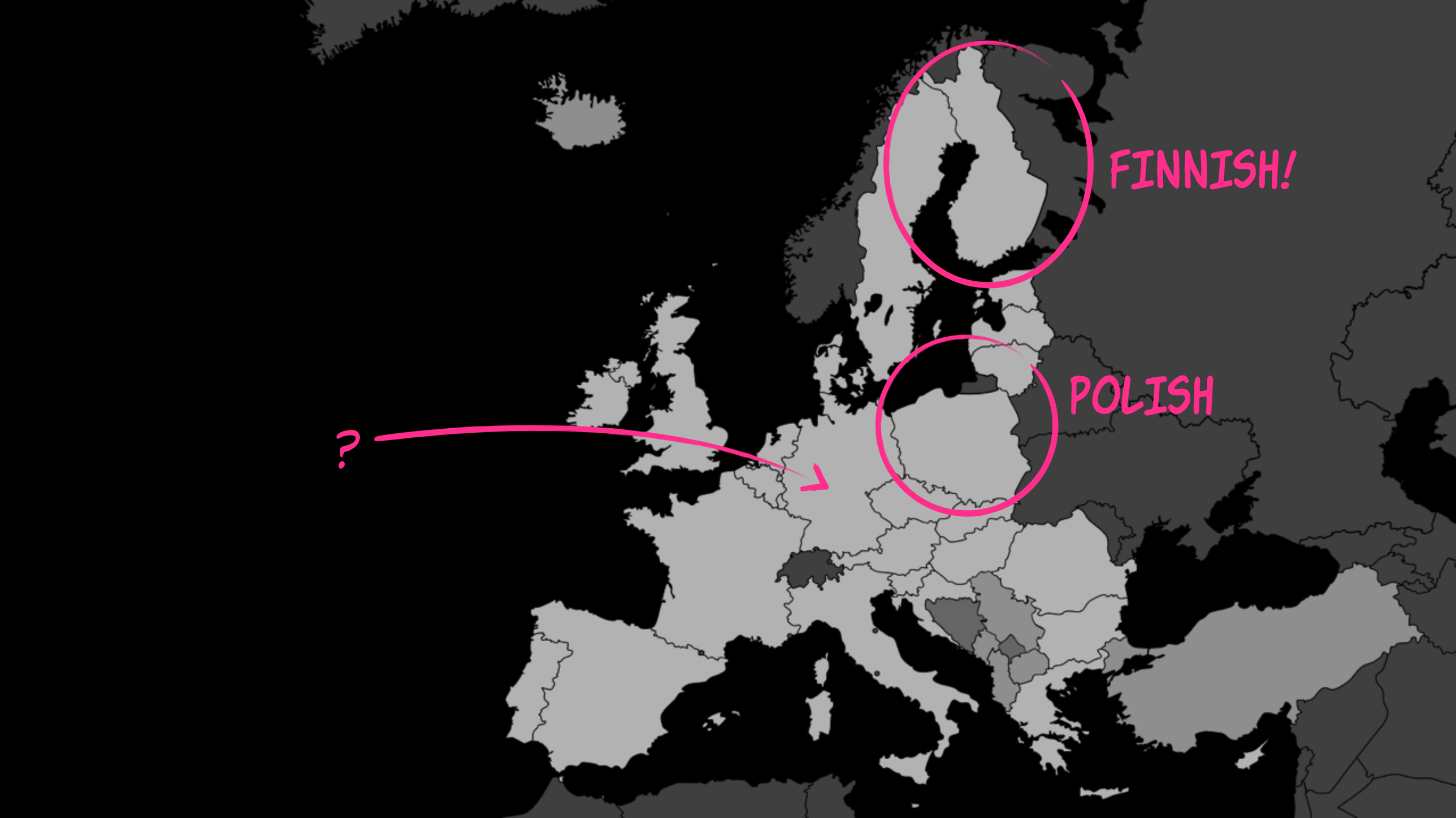
ON FINISHING STUFF

PERSONAL REFLECTIONS ON DELIVERING CREATIVE OUTPUT

THOMAS MANN @PIXTUR / NVSCENE 2015

POLISH


FINNISH!
POLISH


FINNISH!
POLISH
?

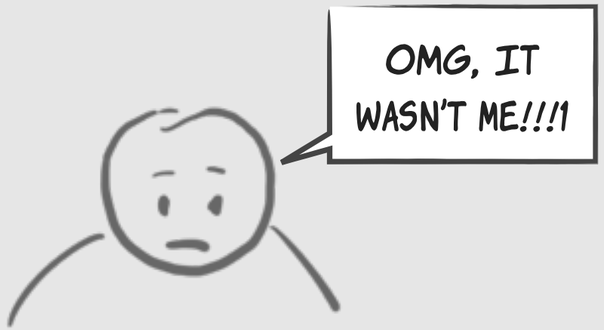
DISCLAIMER

Colorful Tulips by **Petr Kratochvil**

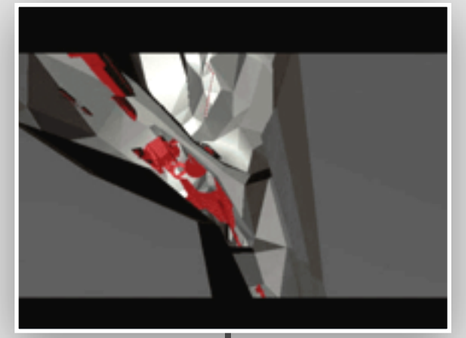
MAKING DEMOS

KC_DEMO

1990 / KC87

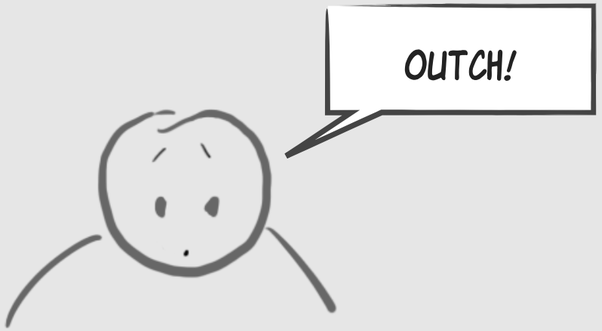


10 YEARS LATER

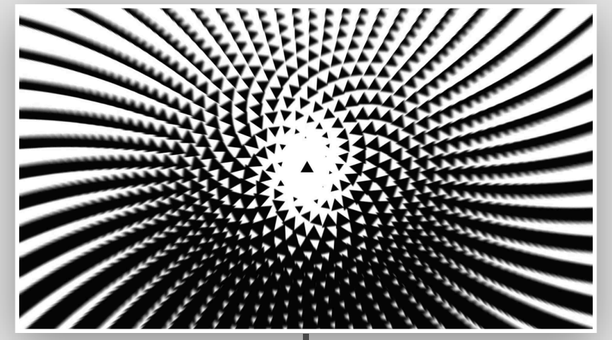


KASSIOPEIA

2002 / DEMO / (PREVIEW)

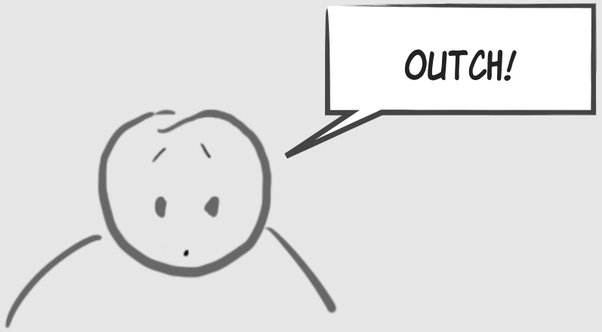


10 YEARS LATER



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]

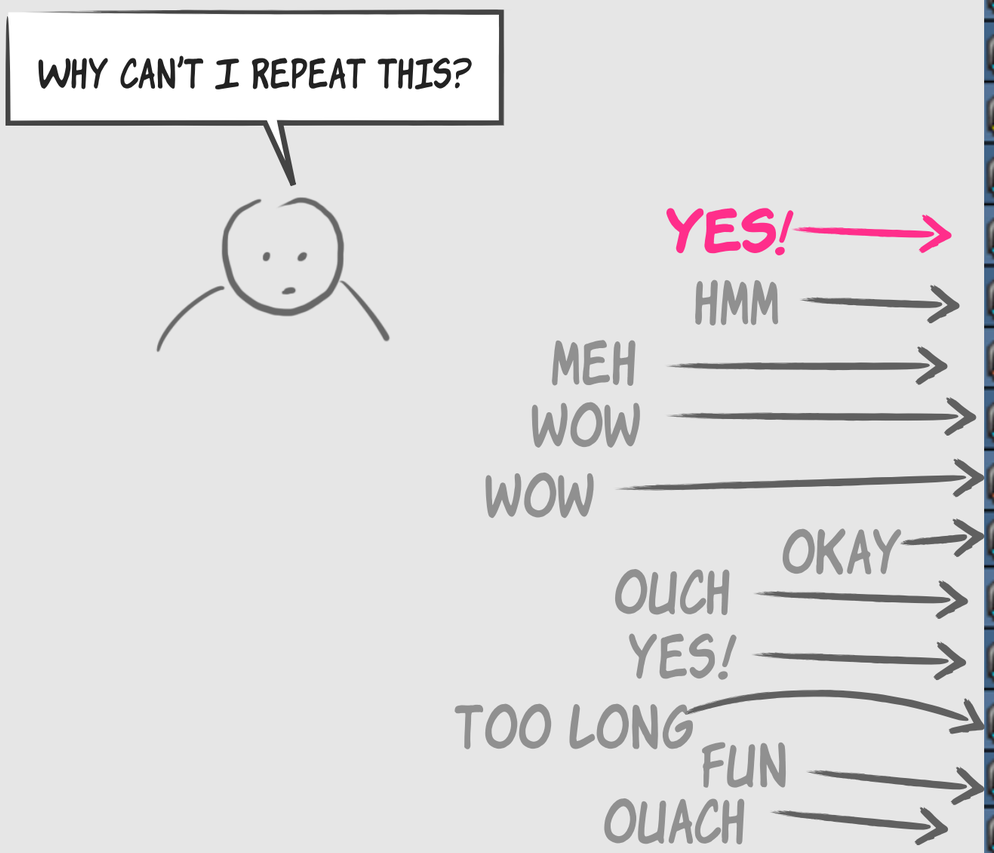
ANOTHER 15 YEARS...

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 Ikcc [web] & Bauknecht [web] [Graphics (design, sync)]
- **perfect love** by Ikcc [web] & Bauknecht [web] [Graphics (graphics, 3d), Other (sync, scripts)]
- **trocken** by Bauknecht [web] [design, 3d]
- **fern** by Ikcc [web] & Bauknecht [web] [Graphics]
- **kassiopeia** by Salva Mea [web] [Other]

ANOTHER 15 YEARS...



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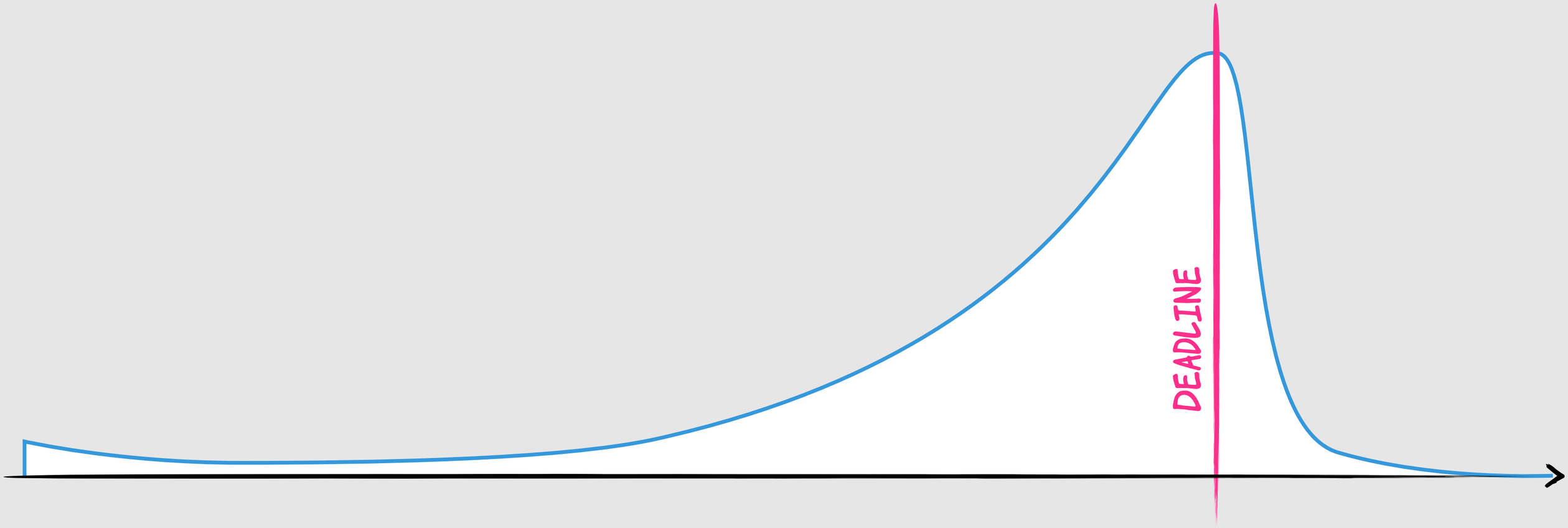
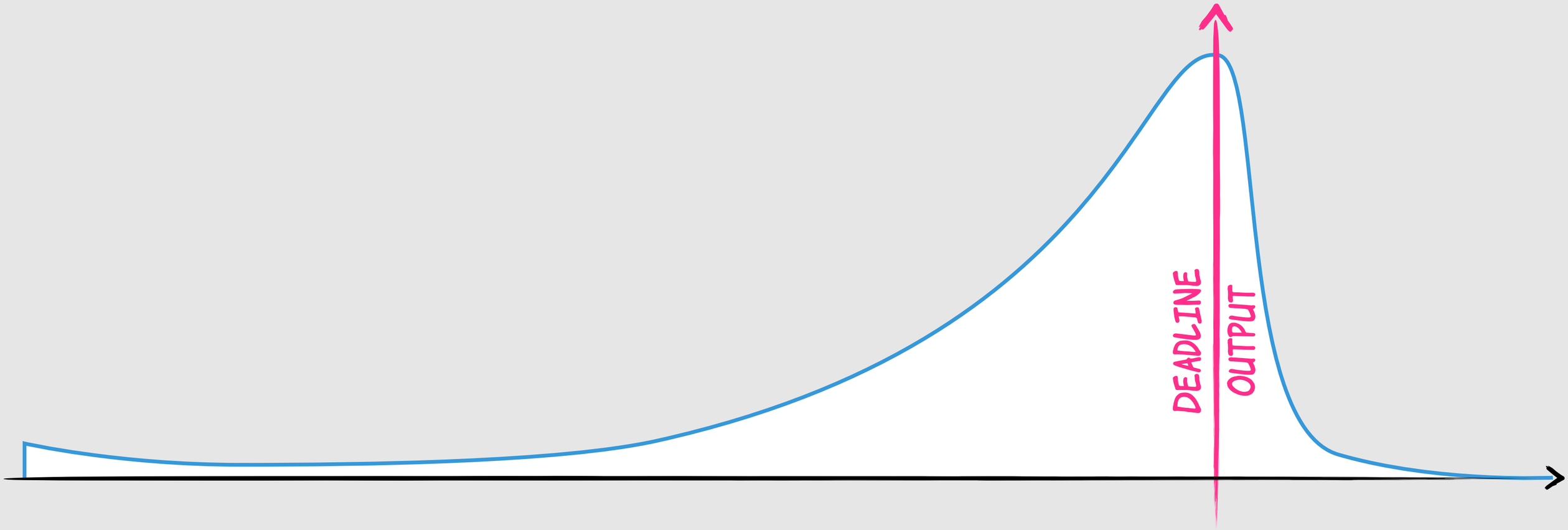
- **kassiopeia** by Salva Mea [web] [Other]

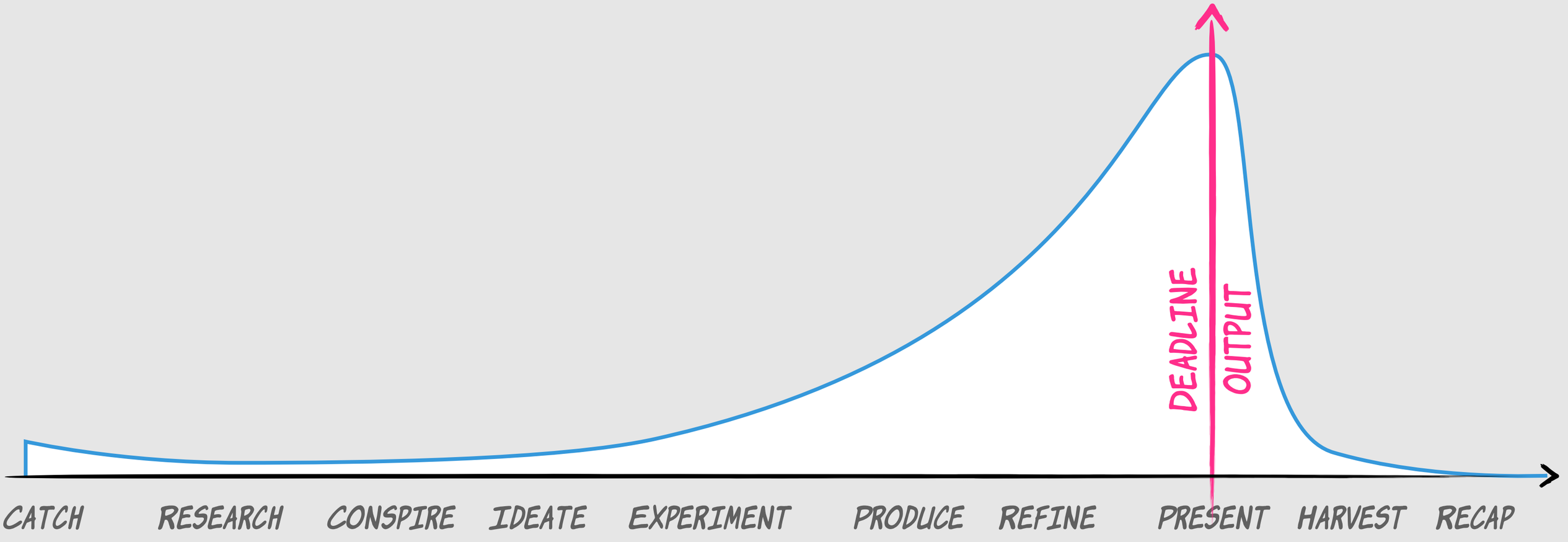
MY CREATIVE PROCESS (SO FAR)



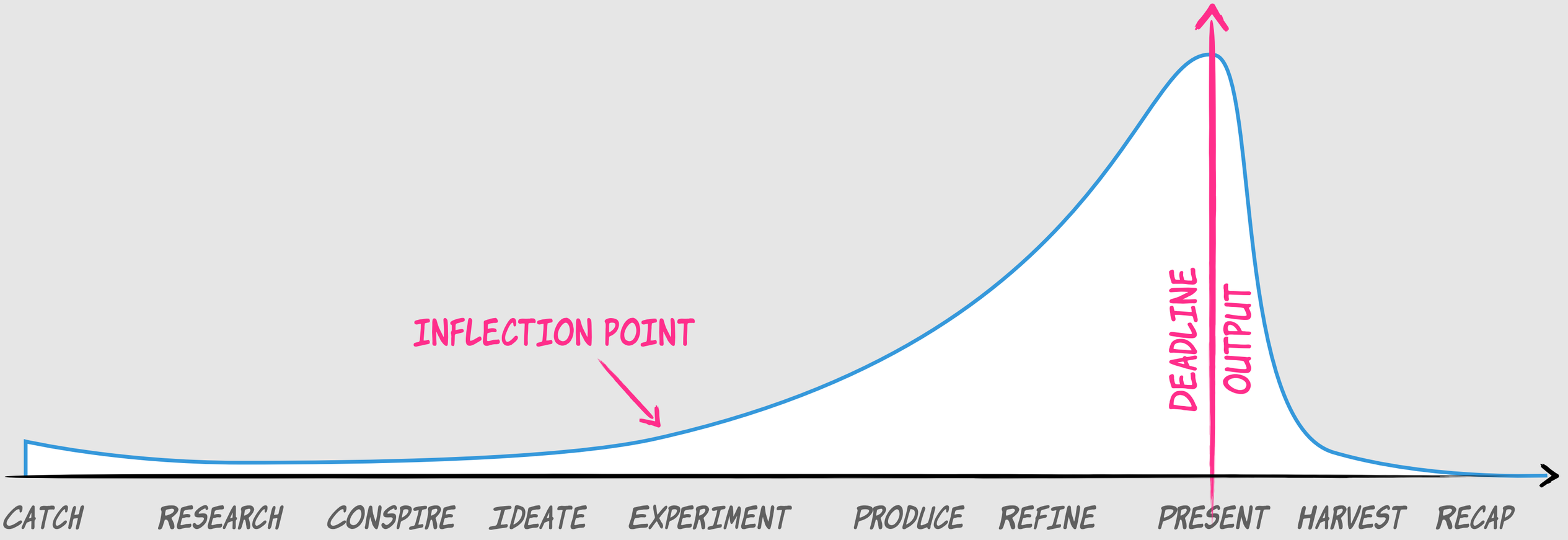
MY CREATIVE PROCESS (SO FAR)



MY CREATIVE PROCESS (SO FAR)



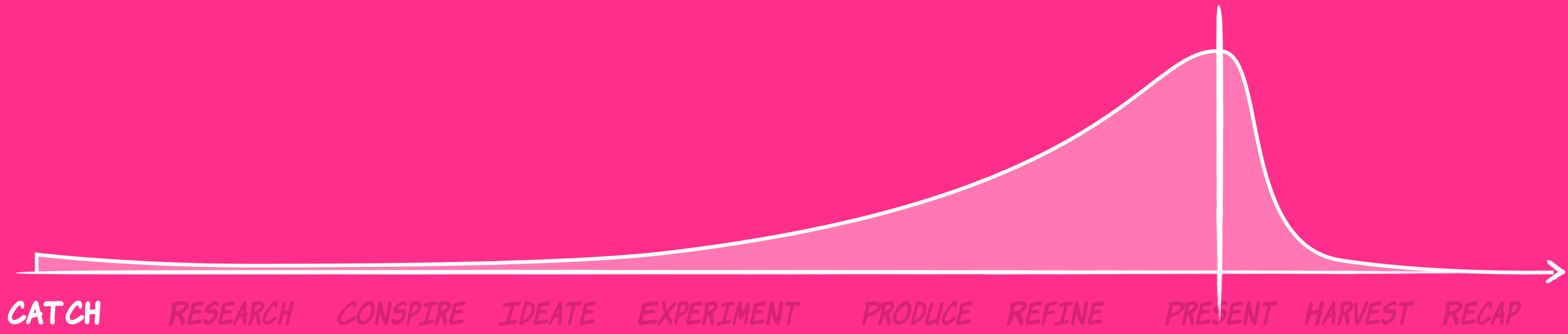
MY CREATIVE PROCESS (SO FAR)



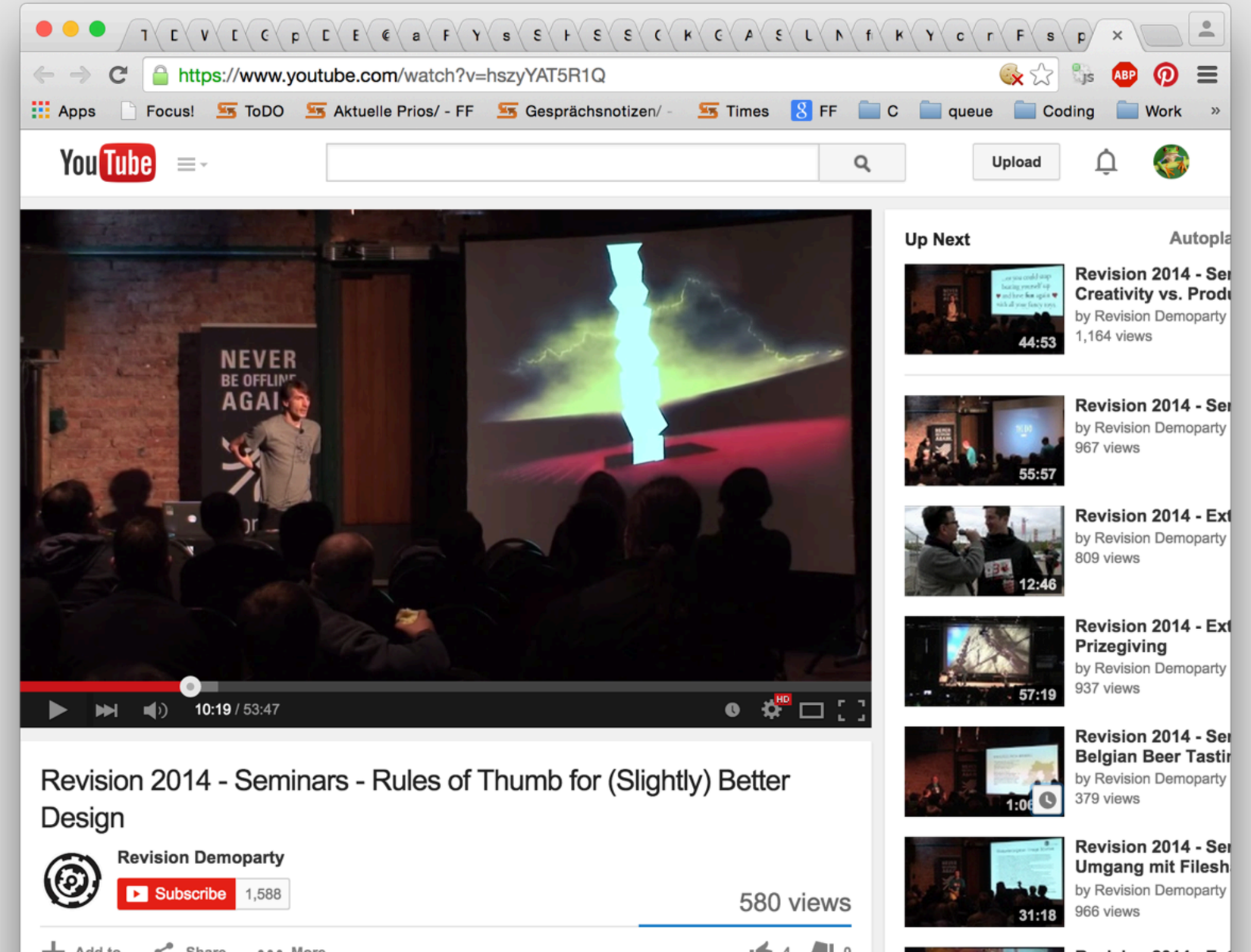
"THE SCARIEST MOMENT IS ALWAYS JUST BEFORE YOU START."

– STEPHEN KING (ON WRITING)

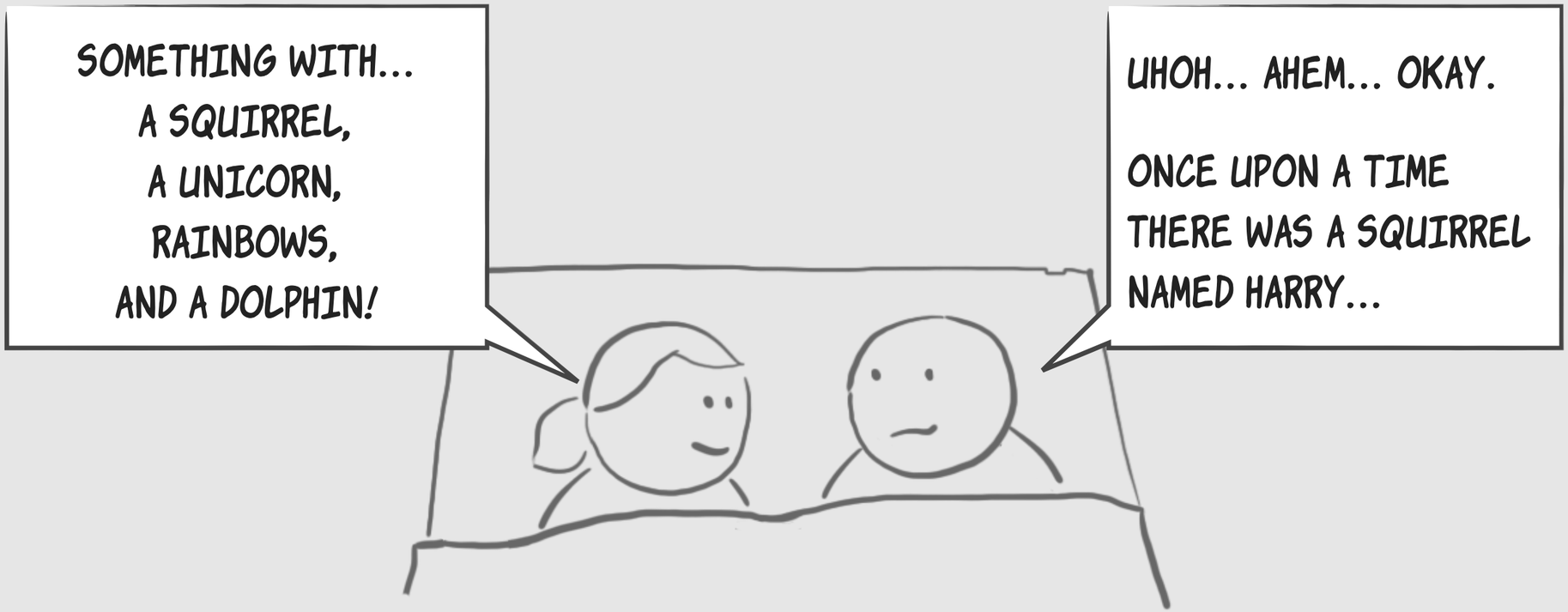
CATCHING IDEAS...



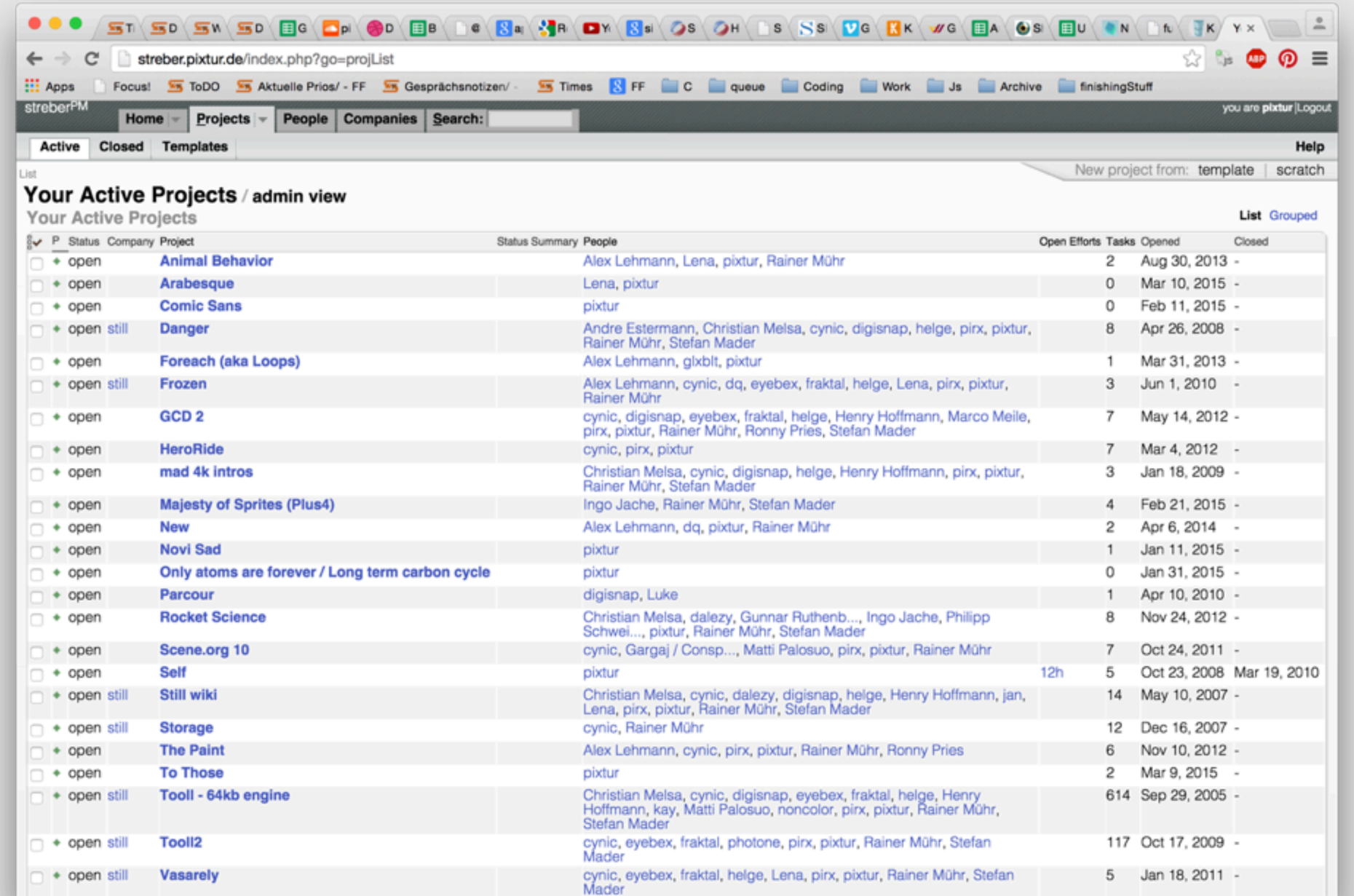
GETTING IDEAS



PRACTICE

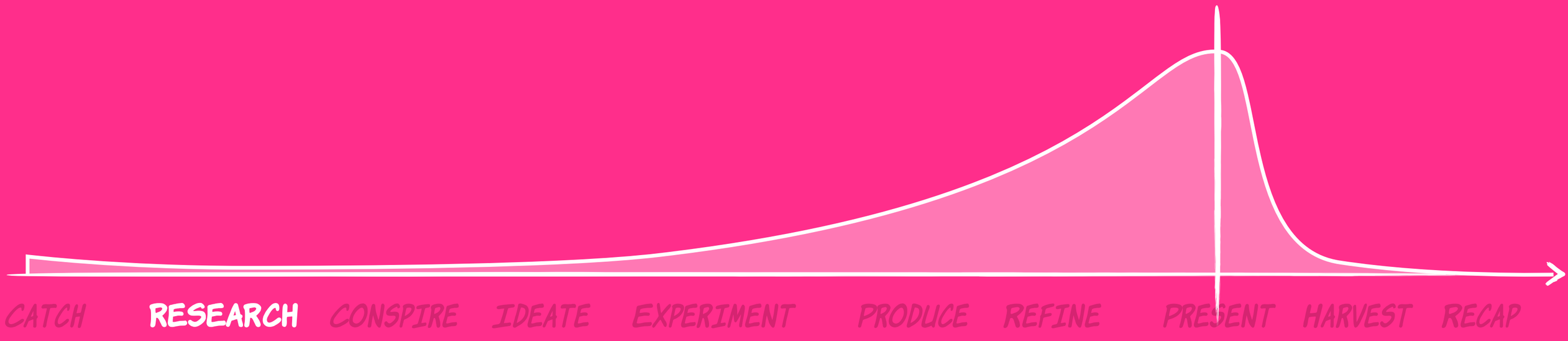

SOMETHING WITH...
A SQUIRREL,
A UNICORN,
RAINBOWS,
AND A DOLPHIN!
UHOH... AHEM... OKAY.
ONCE UPON A TIME
THERE WAS A SQUIRREL
NAMED HARRY...

WRITE IT DOWN – A WIKI WORKS FOR ME



P	Status	Company	Project	Status Summary	People	Open Efforts	Tasks	Opened	Closed
◆	open		Animal Behavior		Alex Lehmann, Lena, pixtur, Rainer Mühr		2	Aug 30, 2013	-
◆	open		Arabesque		Lena, pixtur		0	Mar 10, 2015	-
◆	open		Comic Sans		pixtur		0	Feb 11, 2015	-
◆	open	still	Danger		Andre Estermann, Christian Melsa, cynic, digisnap, helge, pirx, pixtur, Rainer Mühr, Stefan Mader		8	Apr 26, 2008	-
◆	open		Foreach (aka Loops)		Alex Lehmann, glxblt, pixtur		1	Mar 31, 2013	-
◆	open	still	Frozen		Alex Lehmann, cynic, dq, eyebex, fraktal, helge, Lena, pirx, pixtur, Rainer Mühr		3	Jun 1, 2010	-
◆	open		GCD 2		cynic, digisnap, eyebex, fraktal, helge, Henry Hoffmann, Marco Meile, pirx, pixtur, Rainer Mühr, Ronny Pries, Stefan Mader		7	May 14, 2012	-
◆	open		HeroRide		cynic, pirx, pixtur		7	Mar 4, 2012	-
◆	open		mad 4k intros		Christian Melsa, cynic, digisnap, helge, Henry Hoffmann, pirx, pixtur, Rainer Mühr, Stefan Mader		3	Jan 18, 2009	-
◆	open		Majesty of Sprites (Plus4)		Ingo Jache, Rainer Mühr, Stefan Mader		4	Feb 21, 2015	-
◆	open		New		Alex Lehmann, dq, pixtur, Rainer Mühr		2	Apr 6, 2014	-
◆	open		Novi Sad		pixtur		1	Jan 11, 2015	-
◆	open		Only atoms are forever / Long term carbon cycle		pixtur		0	Jan 31, 2015	-
◆	open		Parcour		digisnap, Luke		1	Apr 10, 2010	-
◆	open		Rocket Science		Christian Melsa, dalezy, Gunnar Ruthenb..., Ingo Jache, Philipp Schwei..., pixtur, Rainer Mühr, Stefan Mader		8	Nov 24, 2012	-
◆	open		Scene.org 10		cynic, Gargaj / Consp..., Matti Palosuo, pirx, pixtur, Rainer Mühr		7	Oct 24, 2011	-
◆	open		Self		pixtur	12h	5	Oct 23, 2008	Mar 19, 2010
◆	open	still	Still wiki		Christian Melsa, cynic, dalezy, digisnap, helge, Henry Hoffmann, jan, Lena, pirx, pixtur, Rainer Mühr, Stefan Mader		14	May 10, 2007	-
◆	open	still	Storage		cynic, Rainer Mühr		12	Dec 16, 2007	-
◆	open		The Paint		Alex Lehmann, cynic, pirx, pixtur, Rainer Mühr, Ronny Pries		6	Nov 10, 2012	-
◆	open		To Those		pixtur		2	Mar 9, 2015	-
◆	open	still	Tooli - 64kb engine		Christian Melsa, cynic, digisnap, eyebex, fraktal, helge, Henry Hoffmann, kay, Matti Palosuo, noncolor, pirx, pixtur, Rainer Mühr, Stefan Mader		614	Sep 29, 2005	-
◆	open	still	Tooli2		cynic, eyebex, fraktal, photone, pirx, pixtur, Rainer Mühr, Stefan Mader		117	Oct 17, 2009	-
◆	open	still	Vasarely		cynic, eyebex, fraktal, helge, Lena, pirx, pixtur, Rainer Mühr, Stefan Mader		5	Jan 18, 2011	-

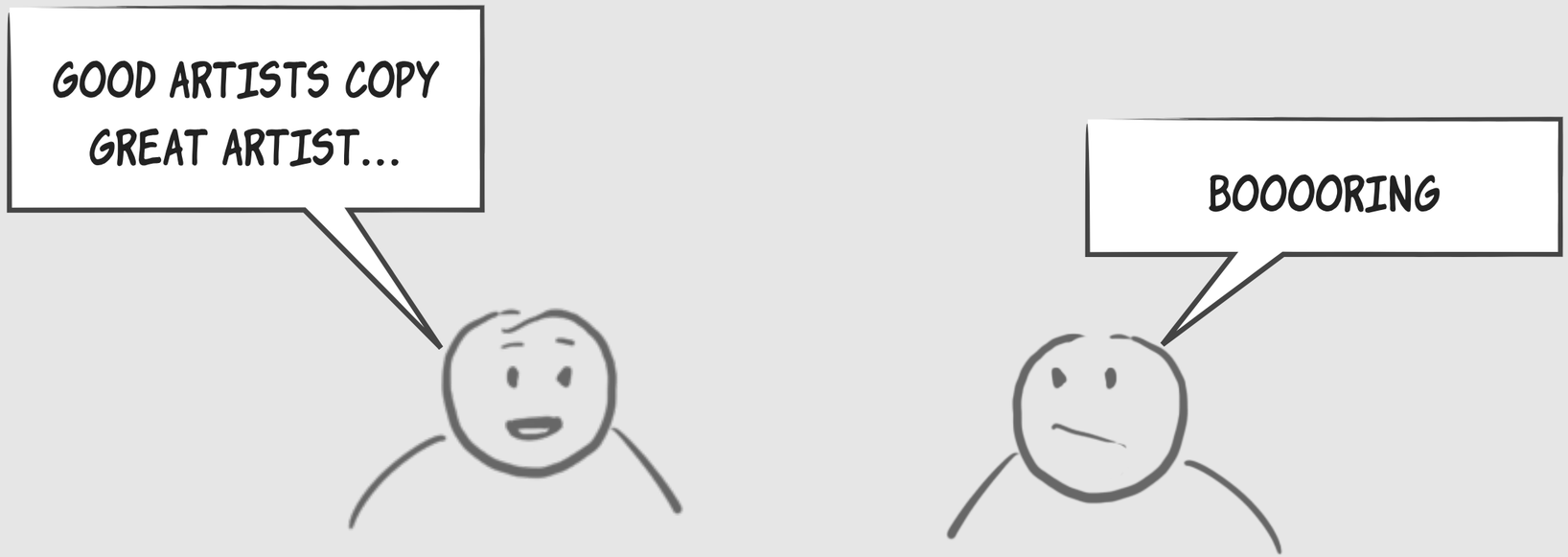
REFERENCES...


CATCH
RESEARCH
CONSPIRE
IDEATE
EXPERIMENT
PRODUCE
REFINE
PRESENT
HARVEST
RECAP

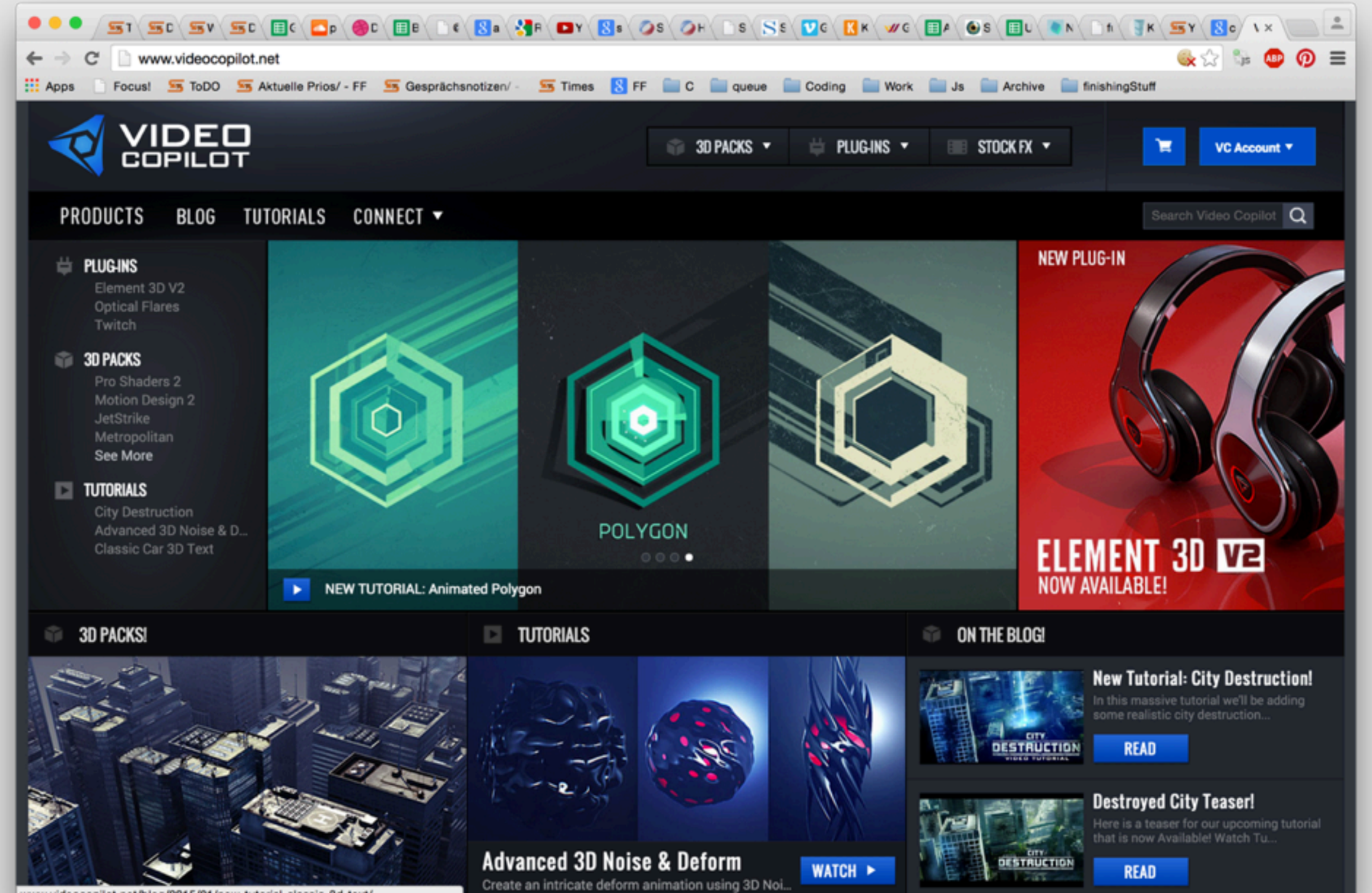
"YOU CAN'T HAVE ENOUGH REFERENCES."

GMUNK

STEALING VS. INSPIRATION



TUTORIALS...


www.videocopilot.net
Apps
Focus!
ToDO
Aktuelle Prios/ - FF
Gesprächsnotizen/
Times
FF
C
queue
Coding
Work
Js
Archive
finishingStuff
VIDEO COPILOT
3D PACKS
PLUG-INS
STOCK FX
VC Account
PRODUCTS
BLOG
TUTORIALS
CONNECT
Search Video Copilot
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Element 3D V2
Optical Flares
Twitch
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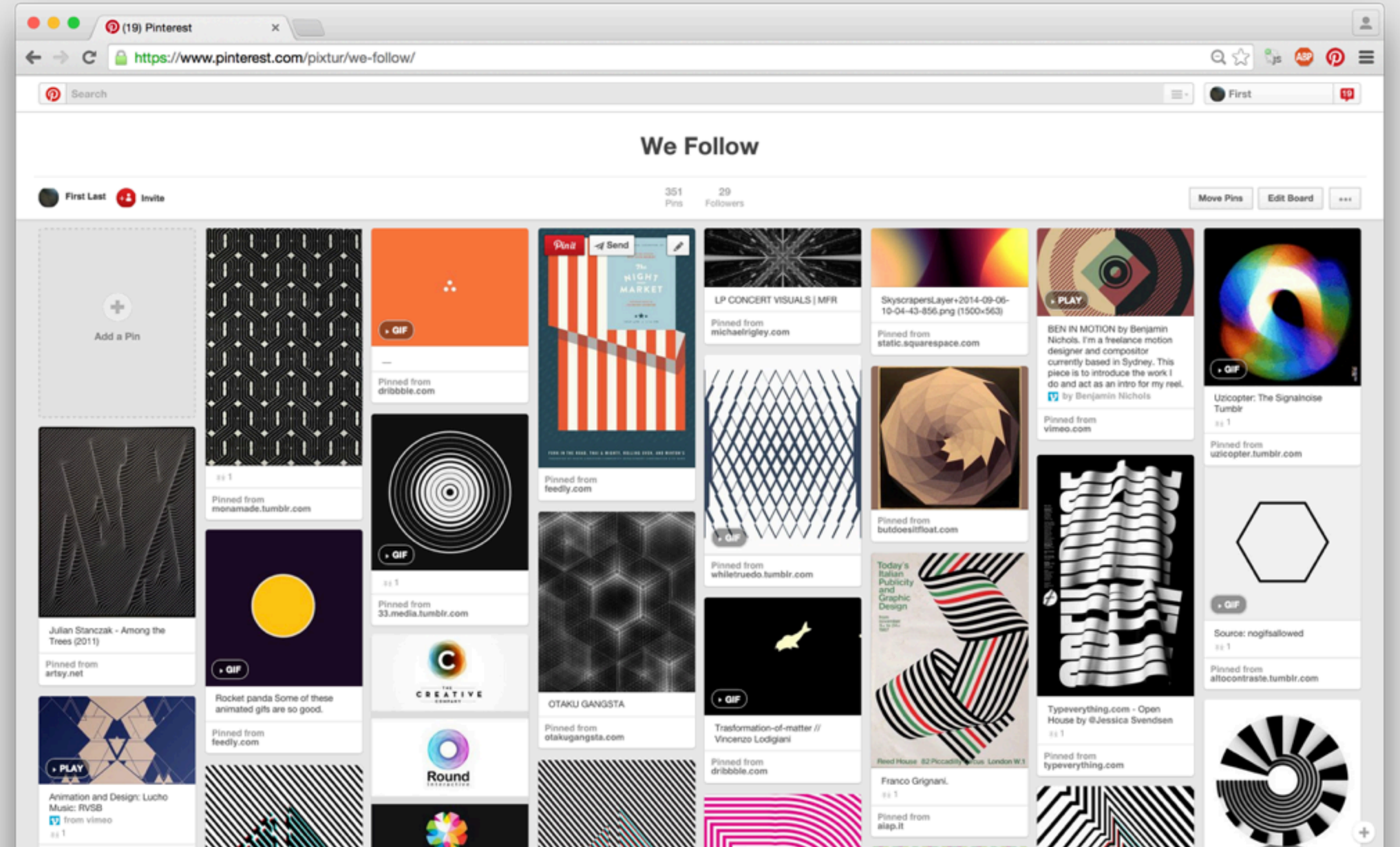
Pro Shaders 2
Motion Design 2
JetStrike
Metropolitan
See More
TUTORIALS
City Destruction
Advanced 3D Noise & D...
Classic Car 3D Text
POLYGON
NEW TUTORIAL: Animated Polygon
NEW PLUG-IN
ELEMENT 3D V2
NOW AVAILABLE!
3D PACKS!
TUTORIALS
ON THE BLOG!
Advanced 3D Noise & Deform
Create an intricate deform animation using 3D Noi...
WATCH
New Tutorial: City Destruction!
In this massive tutorial we'll be adding some realistic city destruction...
READ
Destroyed City Teaser!
Here is a teaser for our upcoming tutorial that is now Available! Watch Tu...
READ

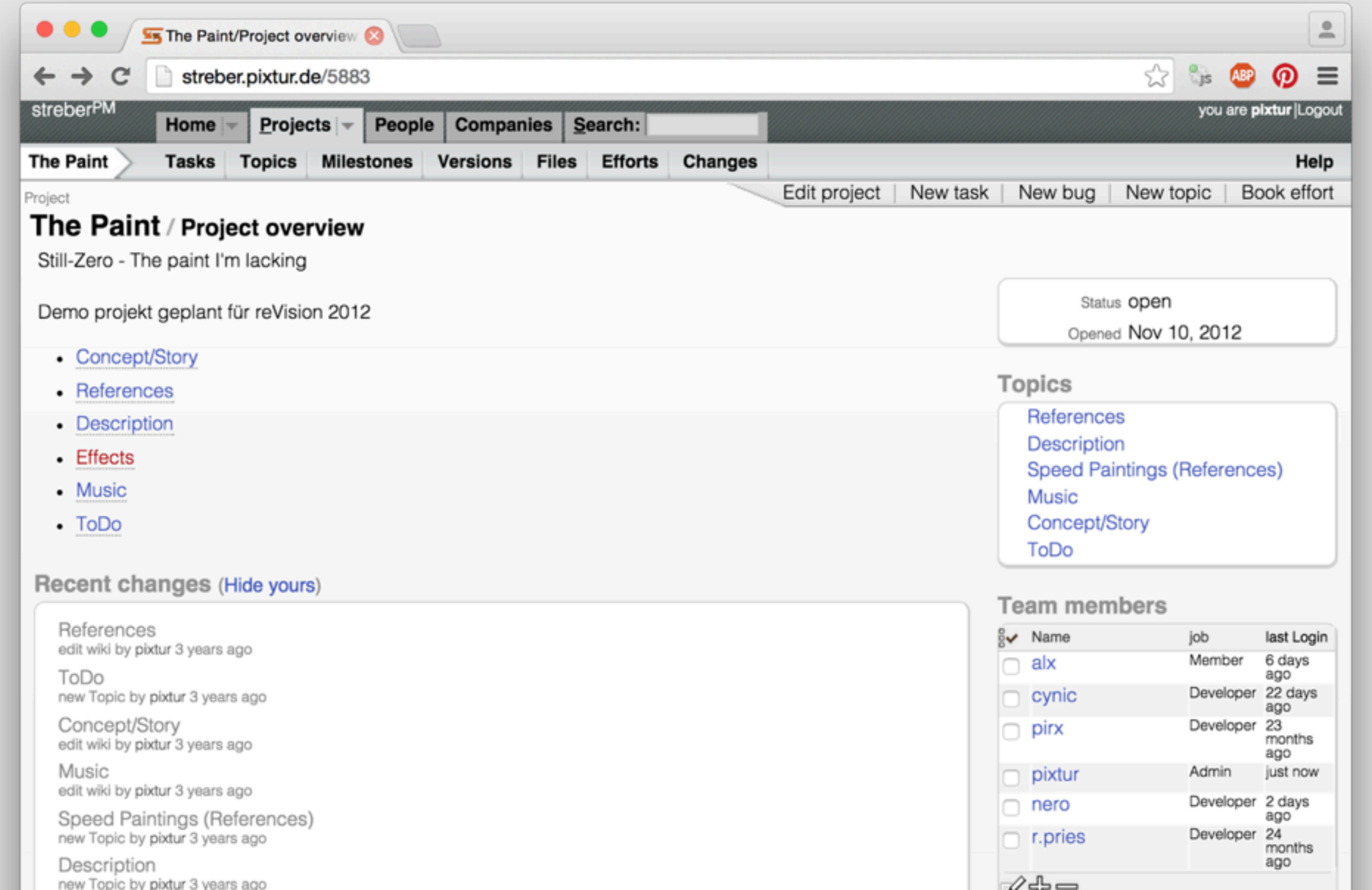
ANALYZE AND RECONSTRUCT...

WHEN RESEARCH MEETS PROCRASTINATION... PINTEREST!



FROM IDEA TO PROJECT

KEEP ADDING AND SHARE WITH PEOPLE



GIVE IT A NAME!

IT'S NOT SET IN STONE...

~~"FRACTAL-STUFF"~~

~~"ENERGIE"~~

~~"EARTH"~~

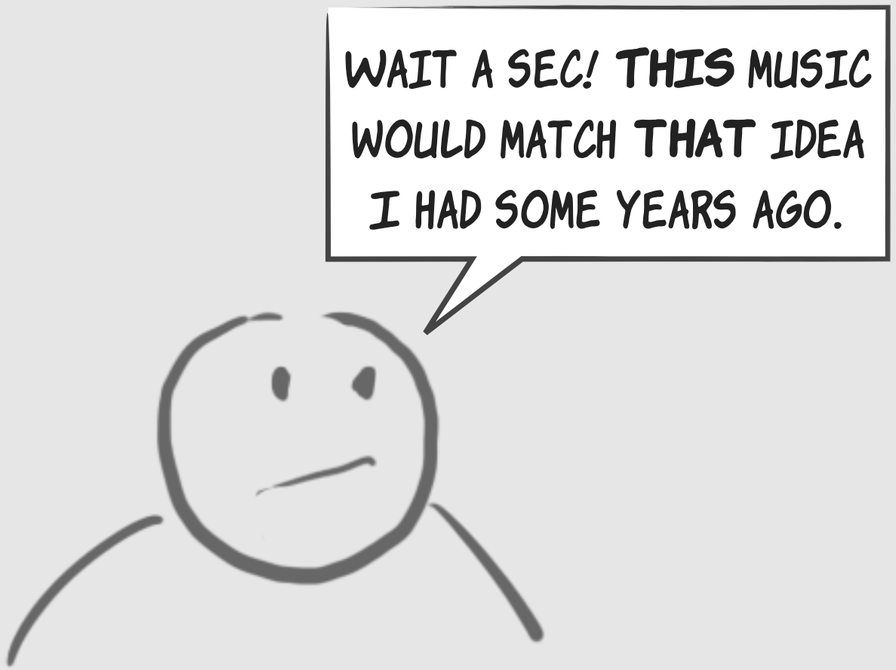
"SQUARE"

~~"WE-FOLLOW"~~

~~"GRAVITY"~~

"INTRINSIC GRAVITY"

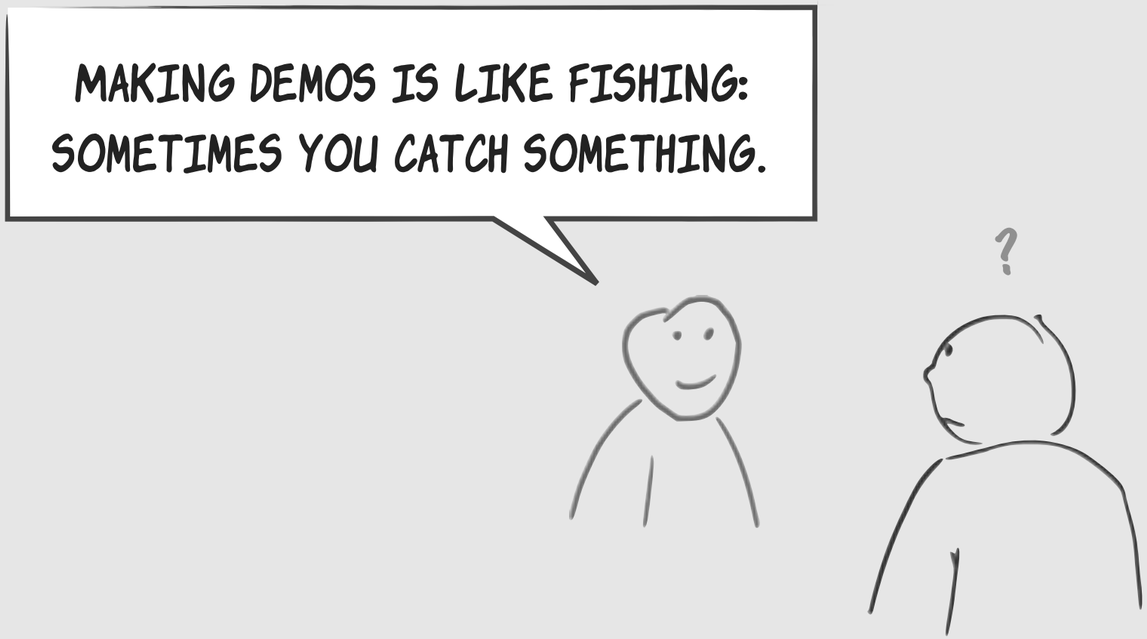
LET IT RIPE


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

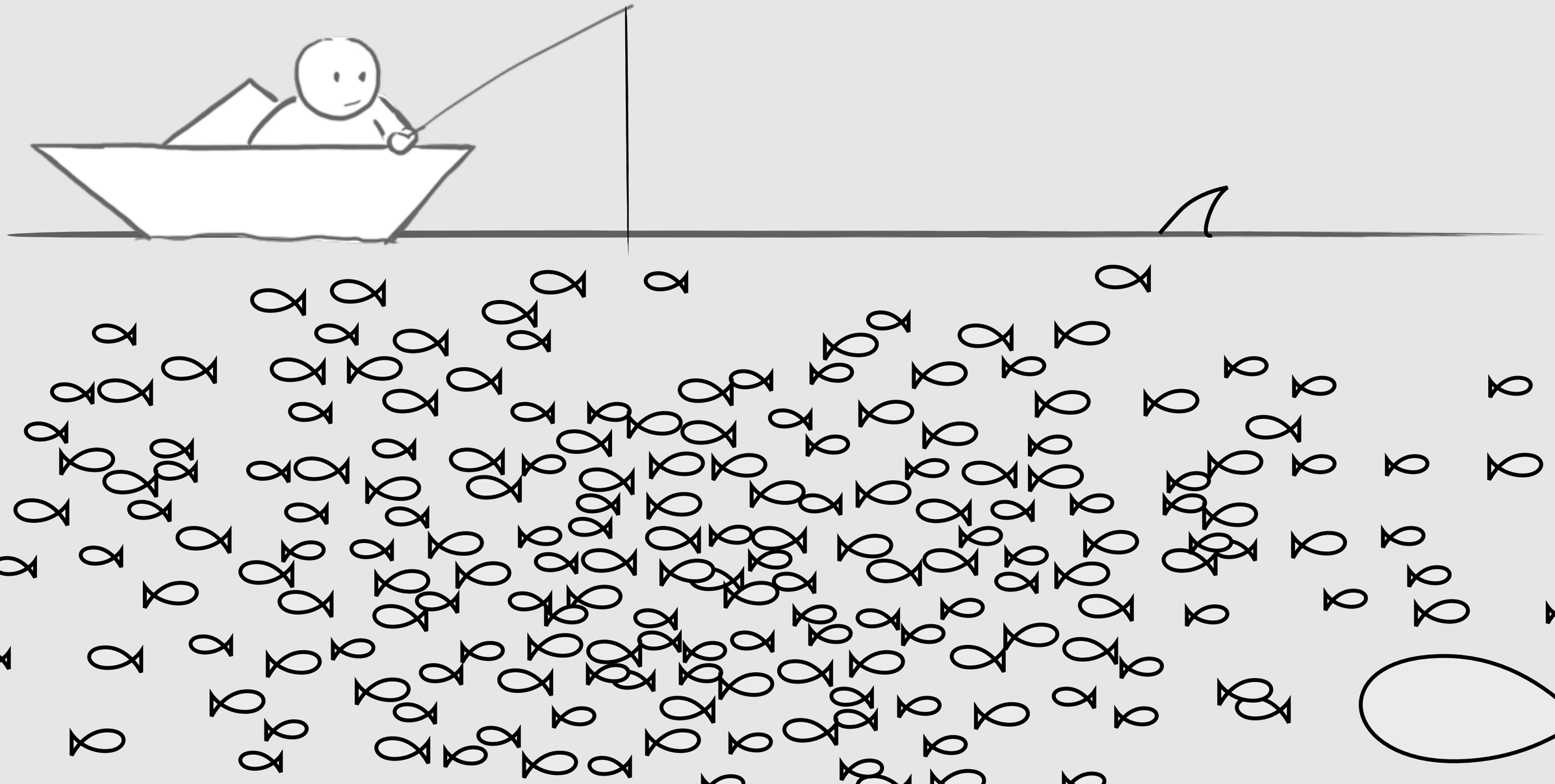
IDIATION

CATCH
RESEARCH
CONSPIRE
IDEATE
EXPERIMENT
PRODUCE
REFINE
PRESENT
HARVEST
RECAP

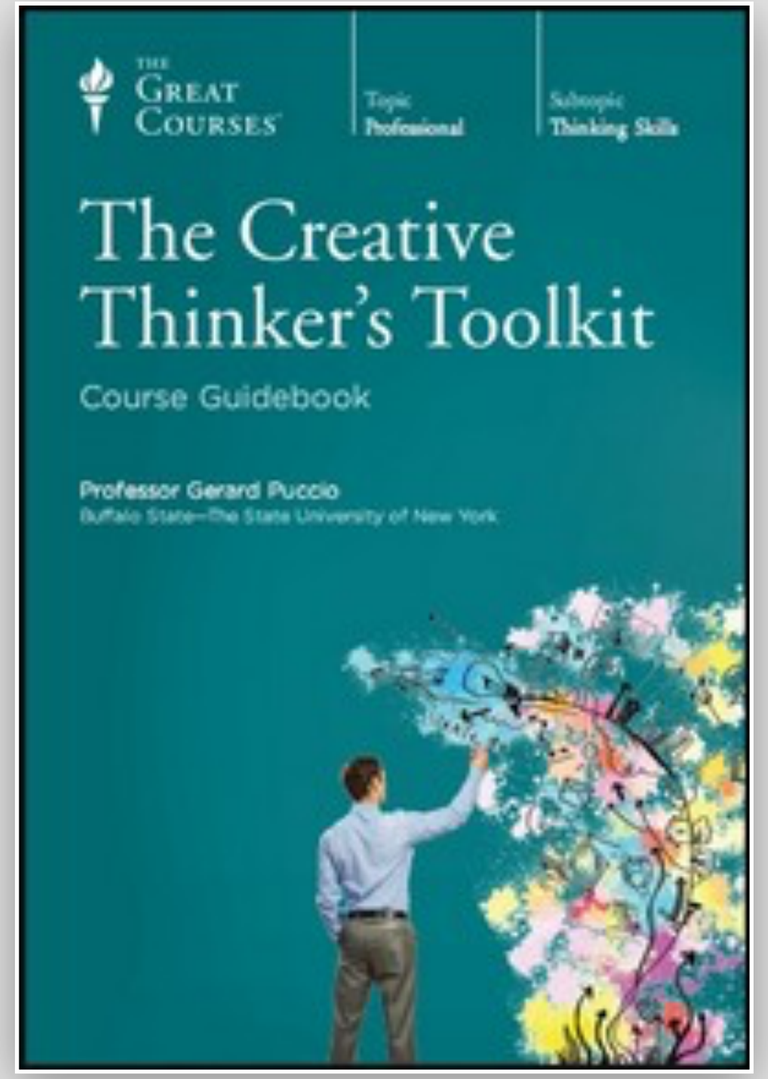
HOW TO DESIGN SOMETHING,
WHEN I DON'T KNOW WHAT I'M LOOKING FOR?


MAKING DEMOS IS LIKE FISHING:
SOMETIMES YOU CATCH SOMETHING.
?

LET THERE BE FISH



CREATIVITY IS NOT HEREDITARY.


THE GREAT COURSES
Topic
Professional
Subtopic
Thinking Skills
The Creative Thinker's Toolkit
Course Guidebook
Professor Gerard Puccio
Buffalo State—The State University of New York

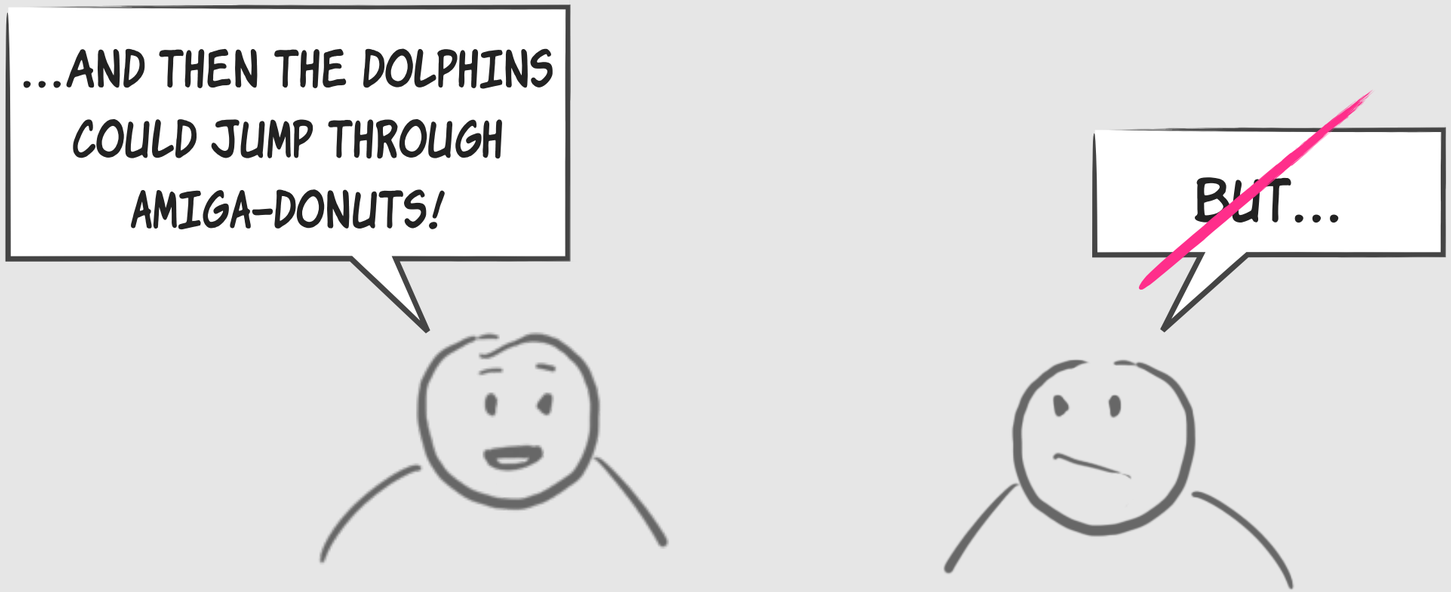
BRAINSTORM – BUT DO IT RIGHT!

ALWAYS
SEPARATE

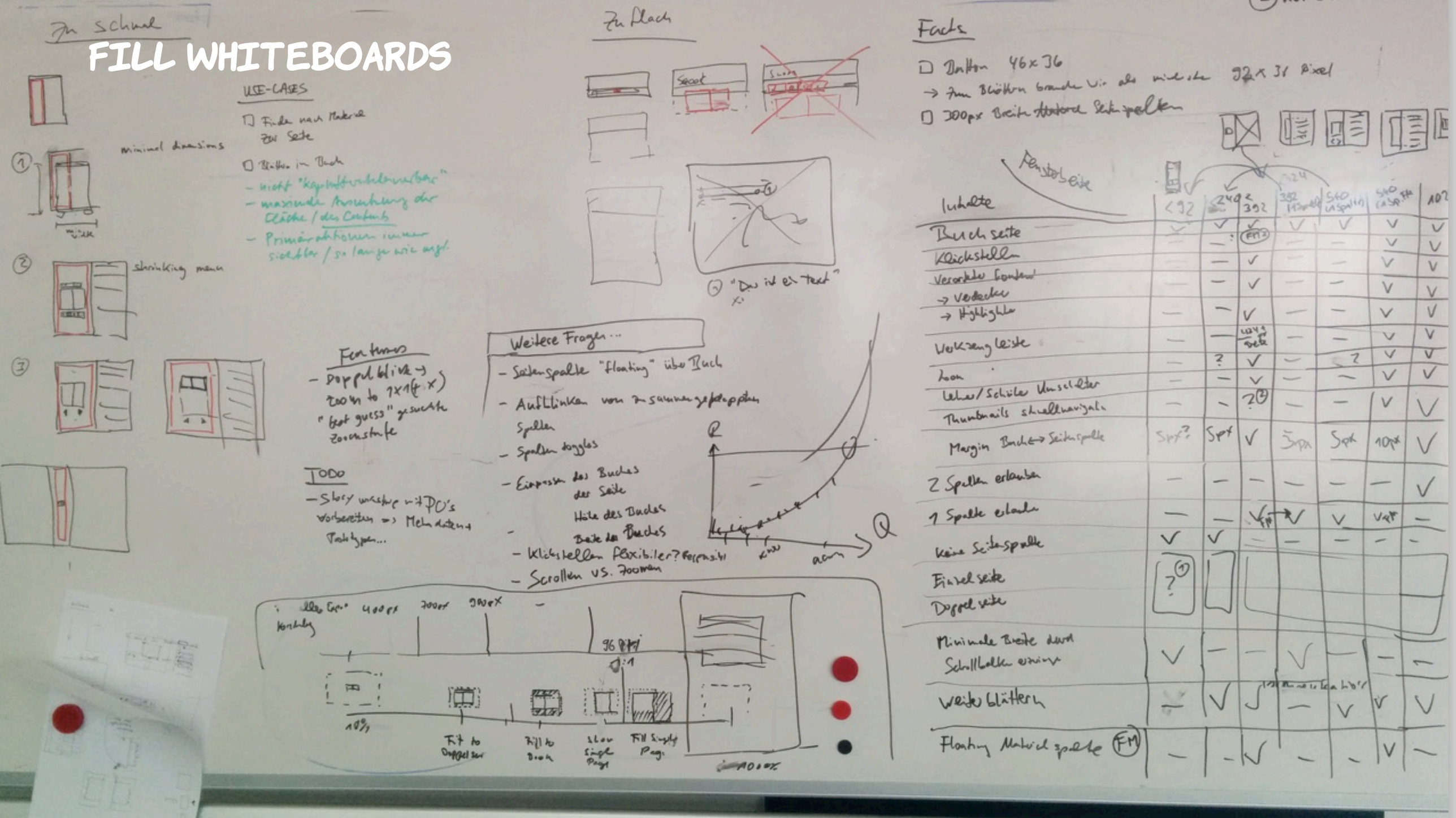
DIVERGENT
THINKING

CONVERGENT
THINKING

DEFER JUDGEMENT!



FILL WHITEBOARDS

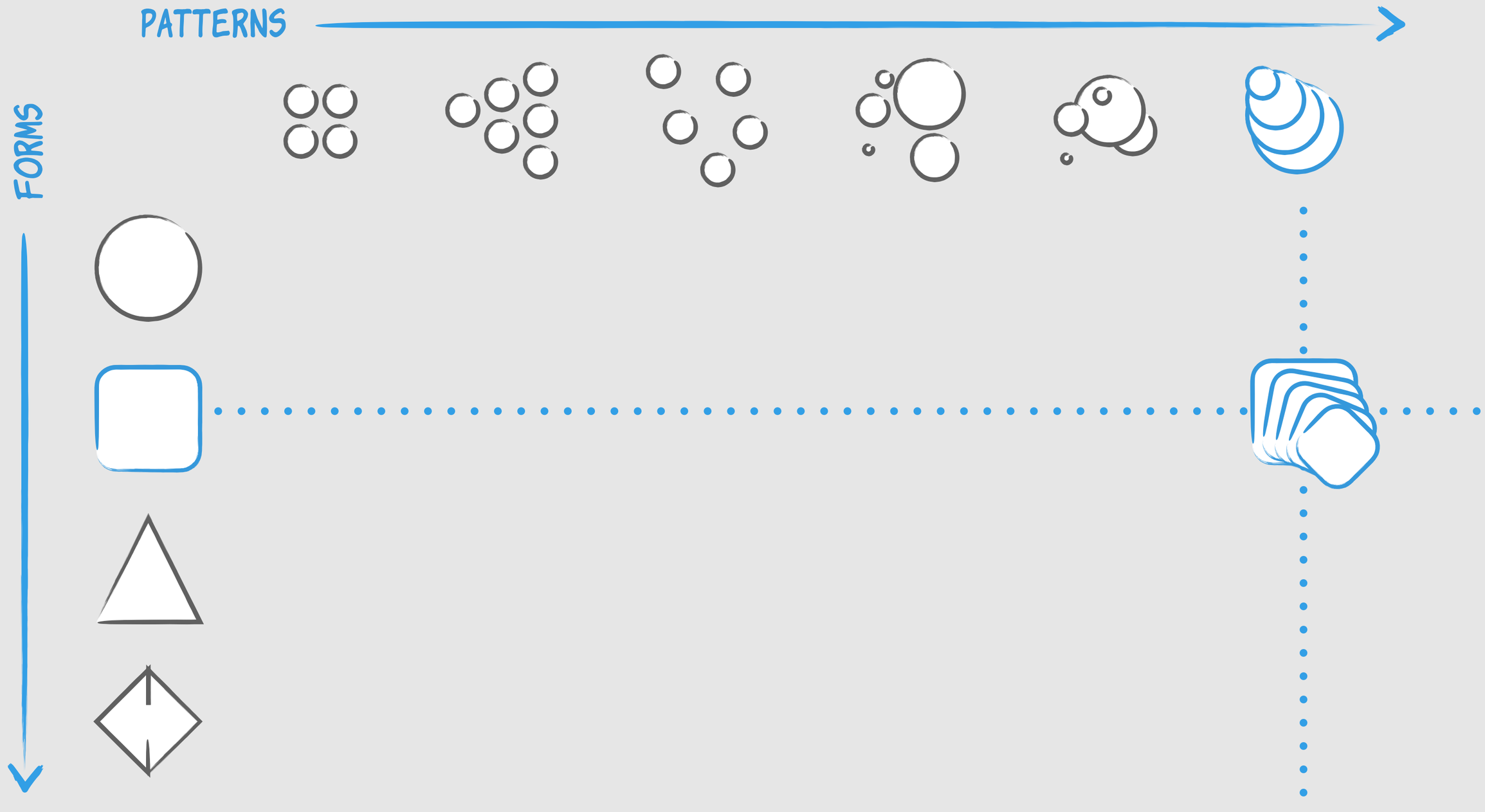


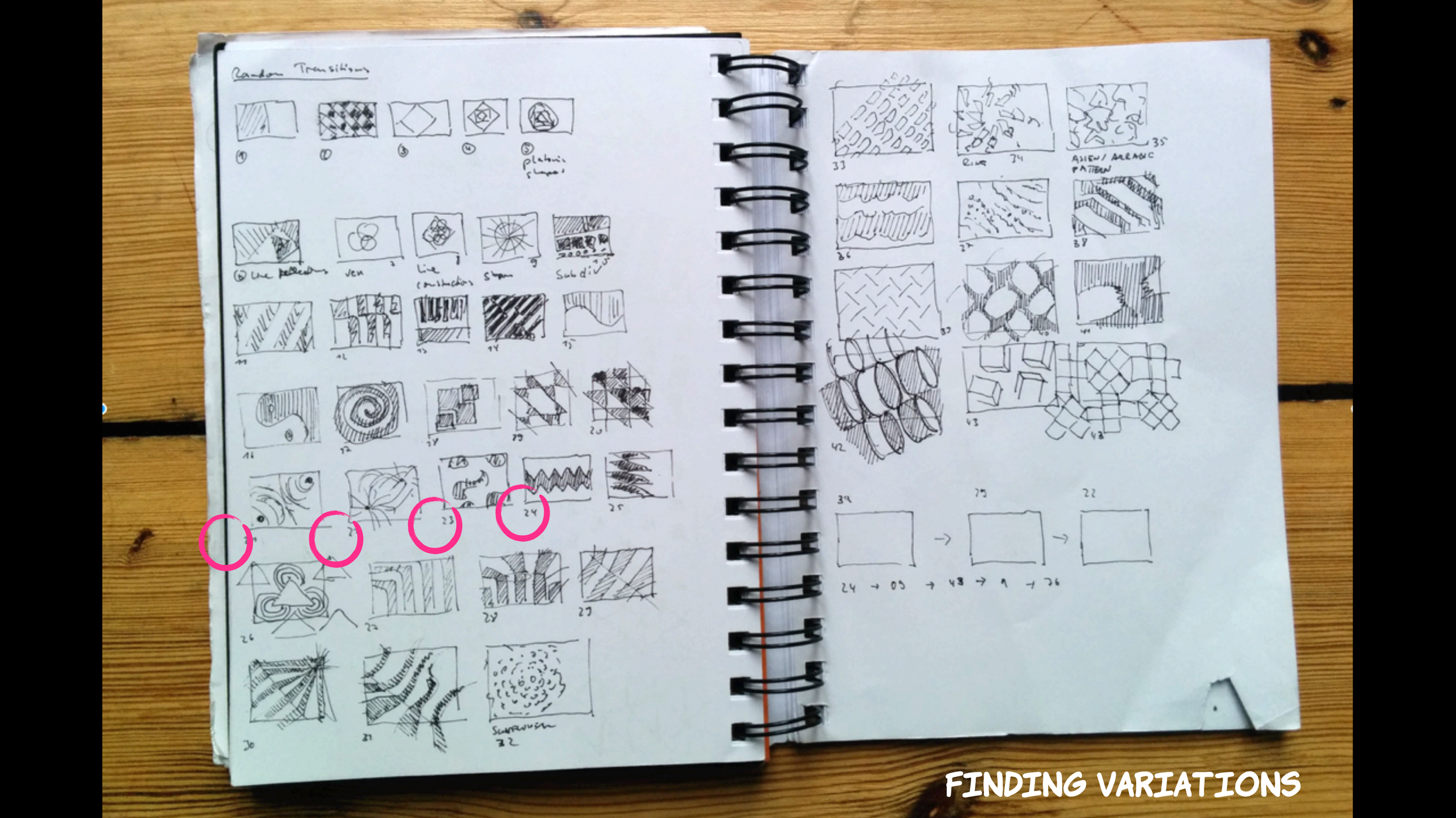
SCRIBBLE!

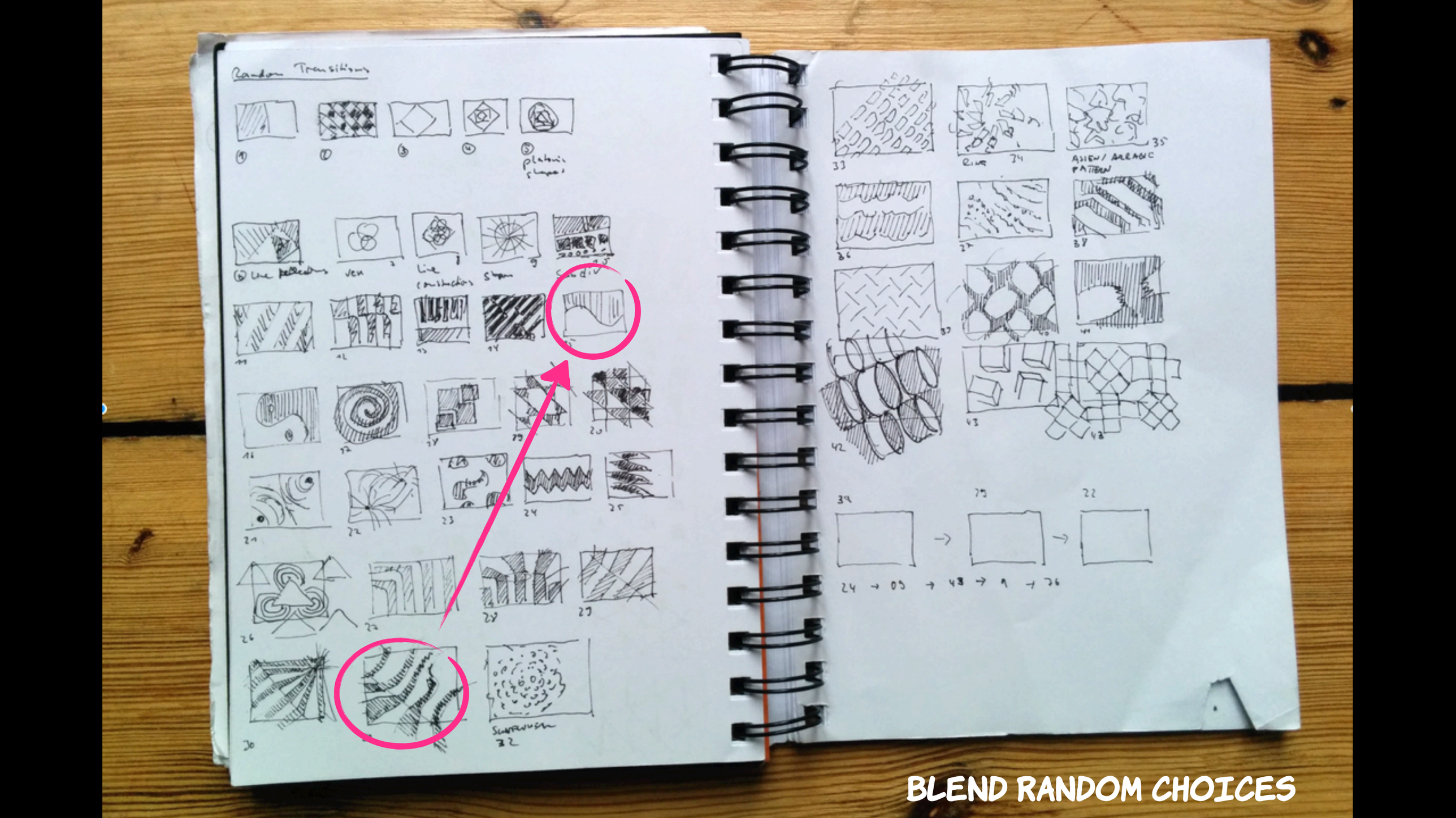
Intensity in Displace Factor
Scale of Instances
Variations
Initial Scale + tex scale Delta
(1)

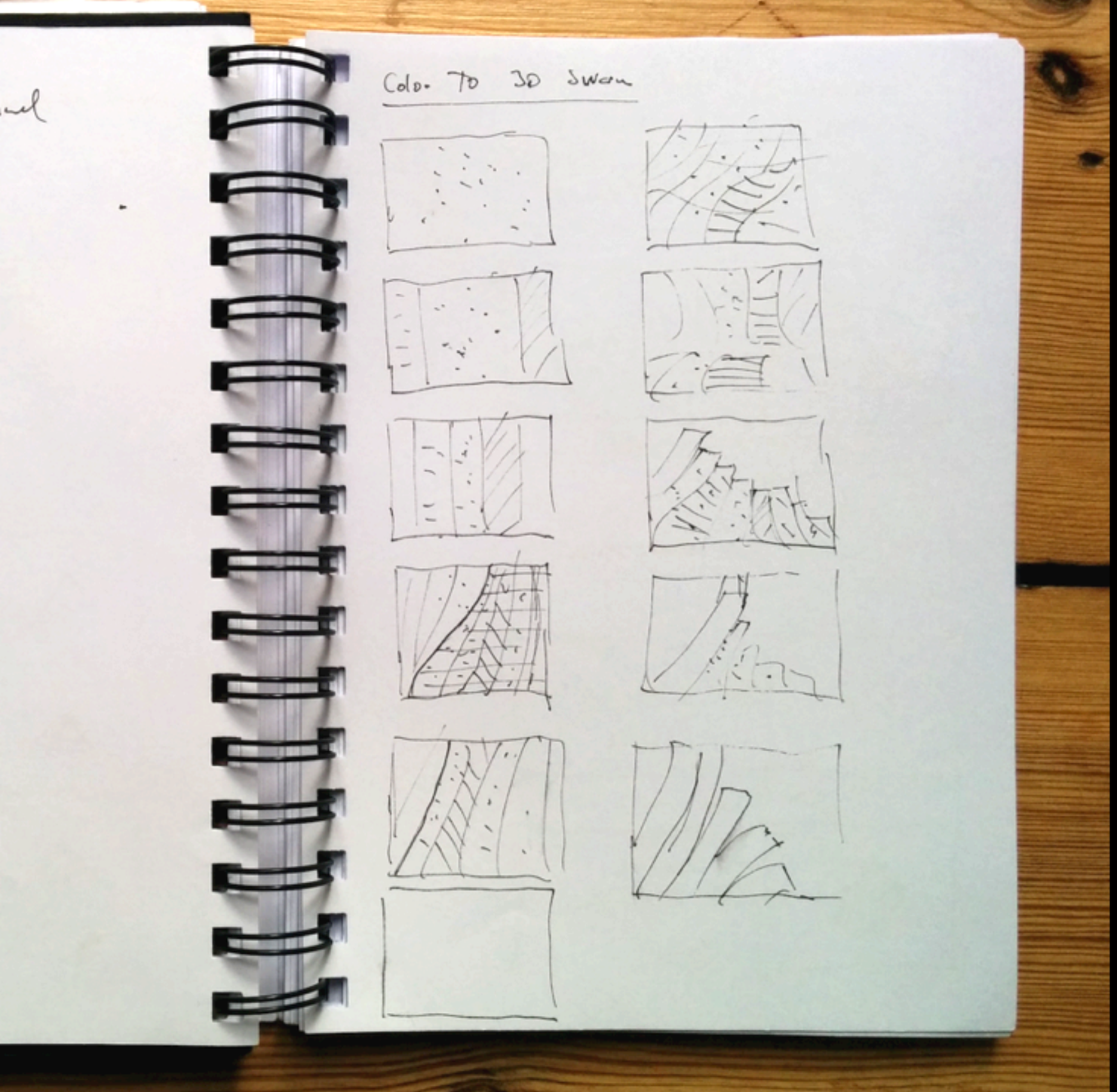
DIVERGE HORIZONTALLY

PARAMETER MATRIX



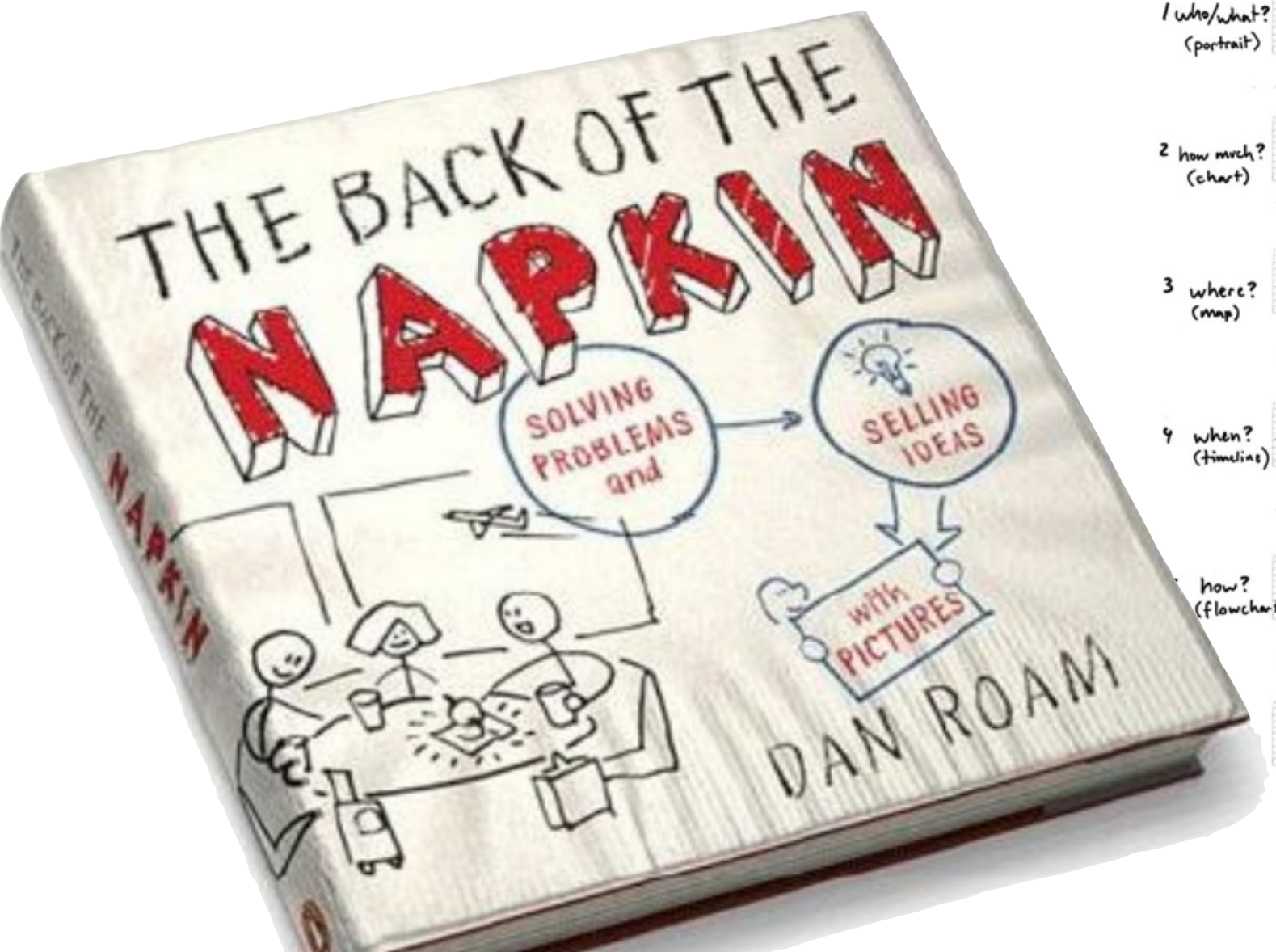

Random Transitions
FINDING VARIATIONS

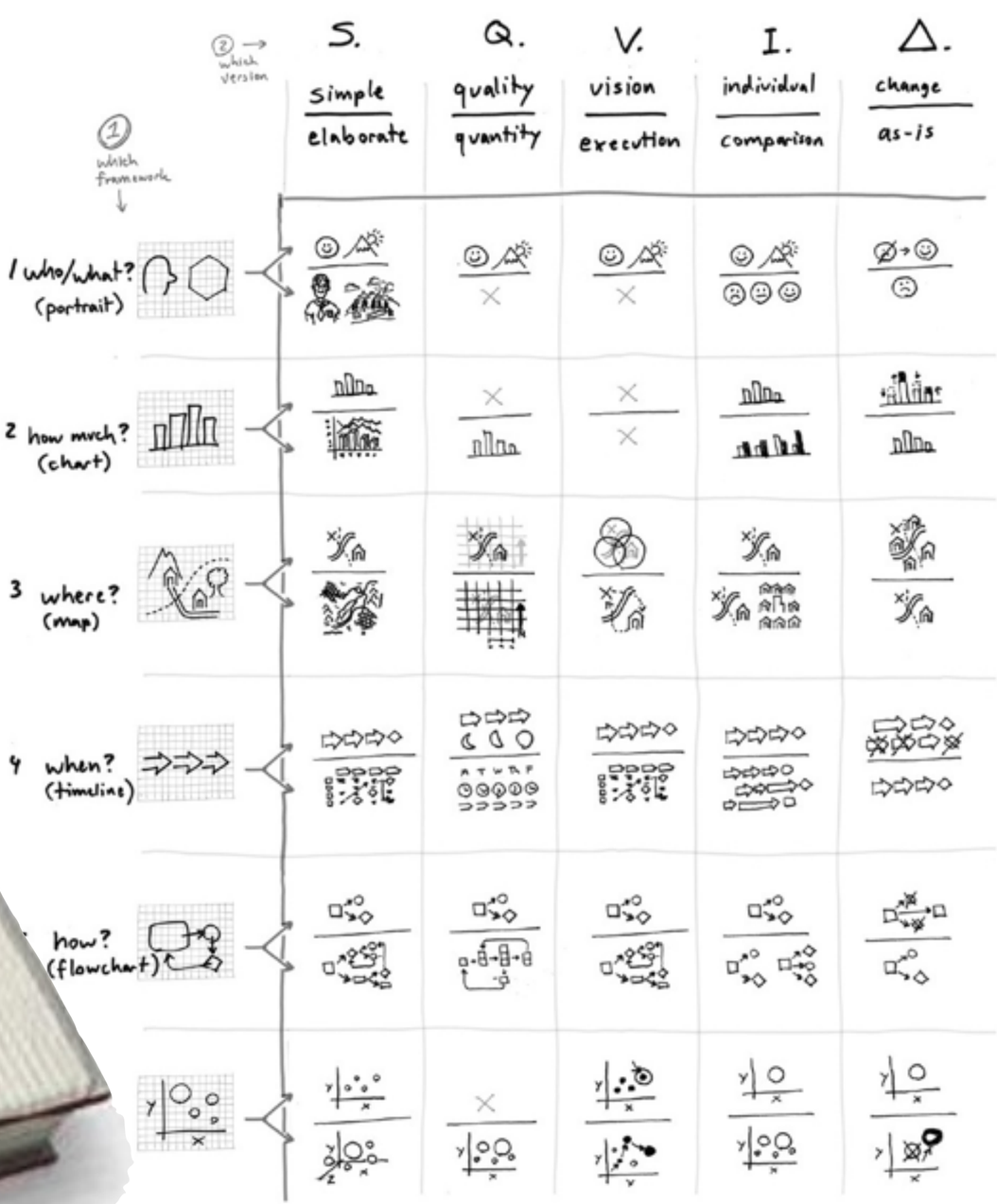

Random Transitions
BLEND RANDOM CHOICES



COMBINE RANDOMLY

ON THE BACK OF THE NAPKIN





Drawn from:

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

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

USE RANDOM-SEEDS

<INSERT LIVE DEMO HERE>

GETTING IN THE FLOW

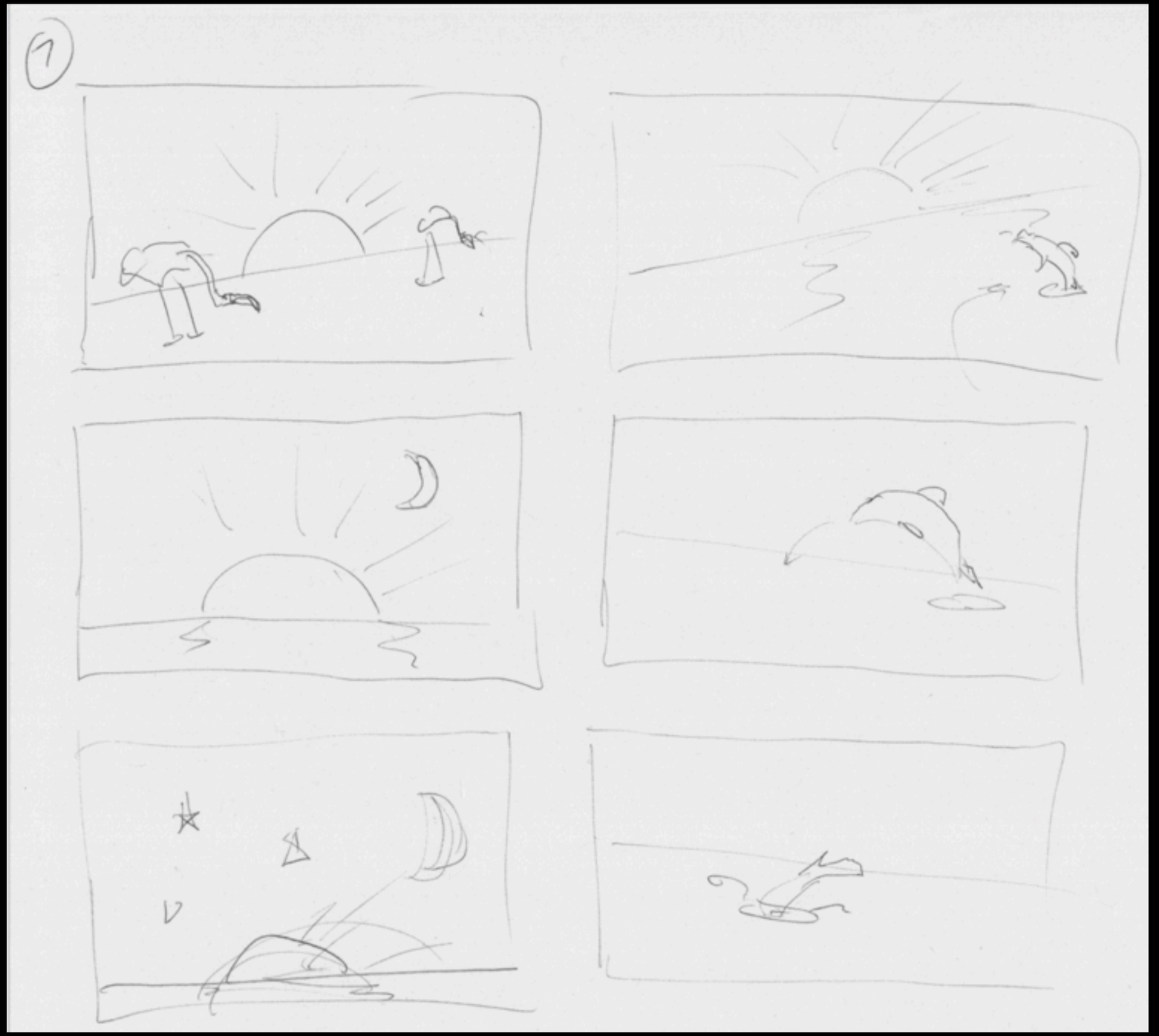
GET RID OF WHITE CANVAS

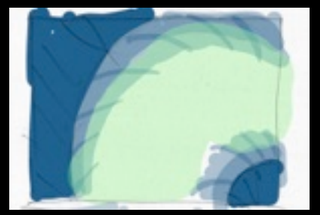
AS QUICKLY AS POSSIBLE

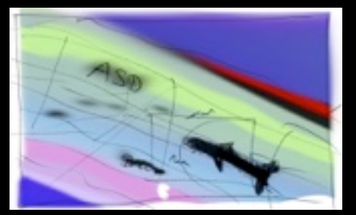
USE WHATEVER IS AVAILABLE

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

STORYBOARDS



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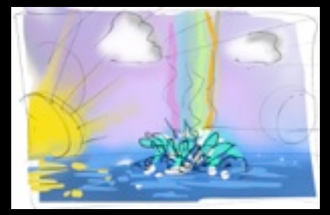
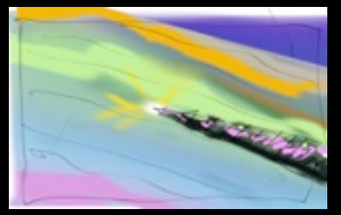
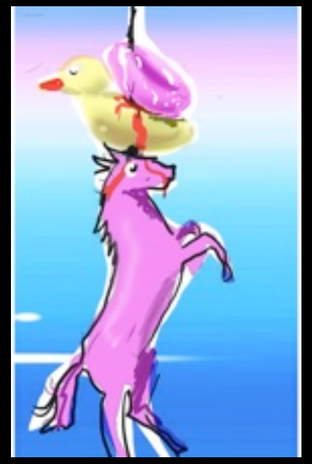
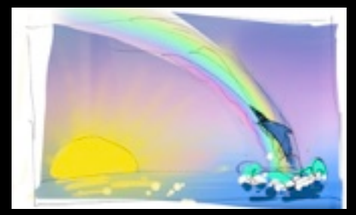
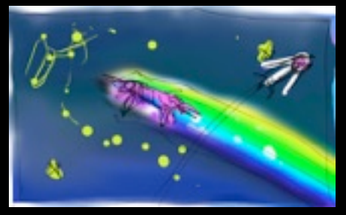
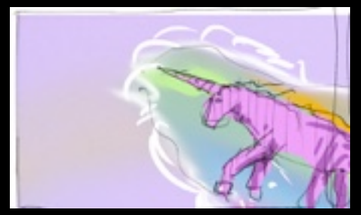
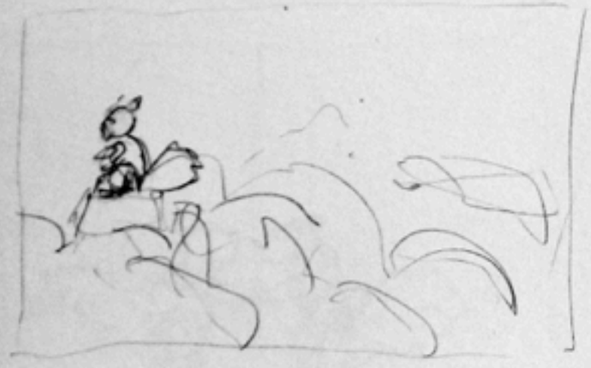
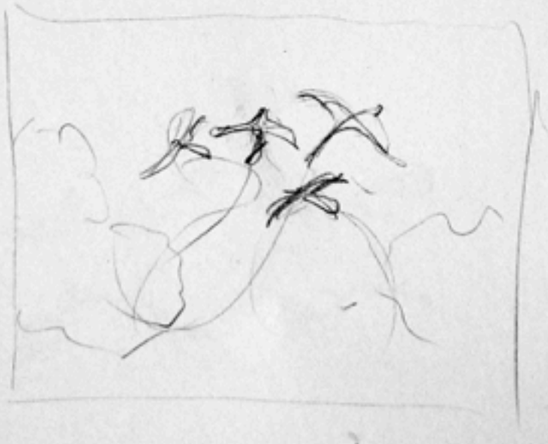






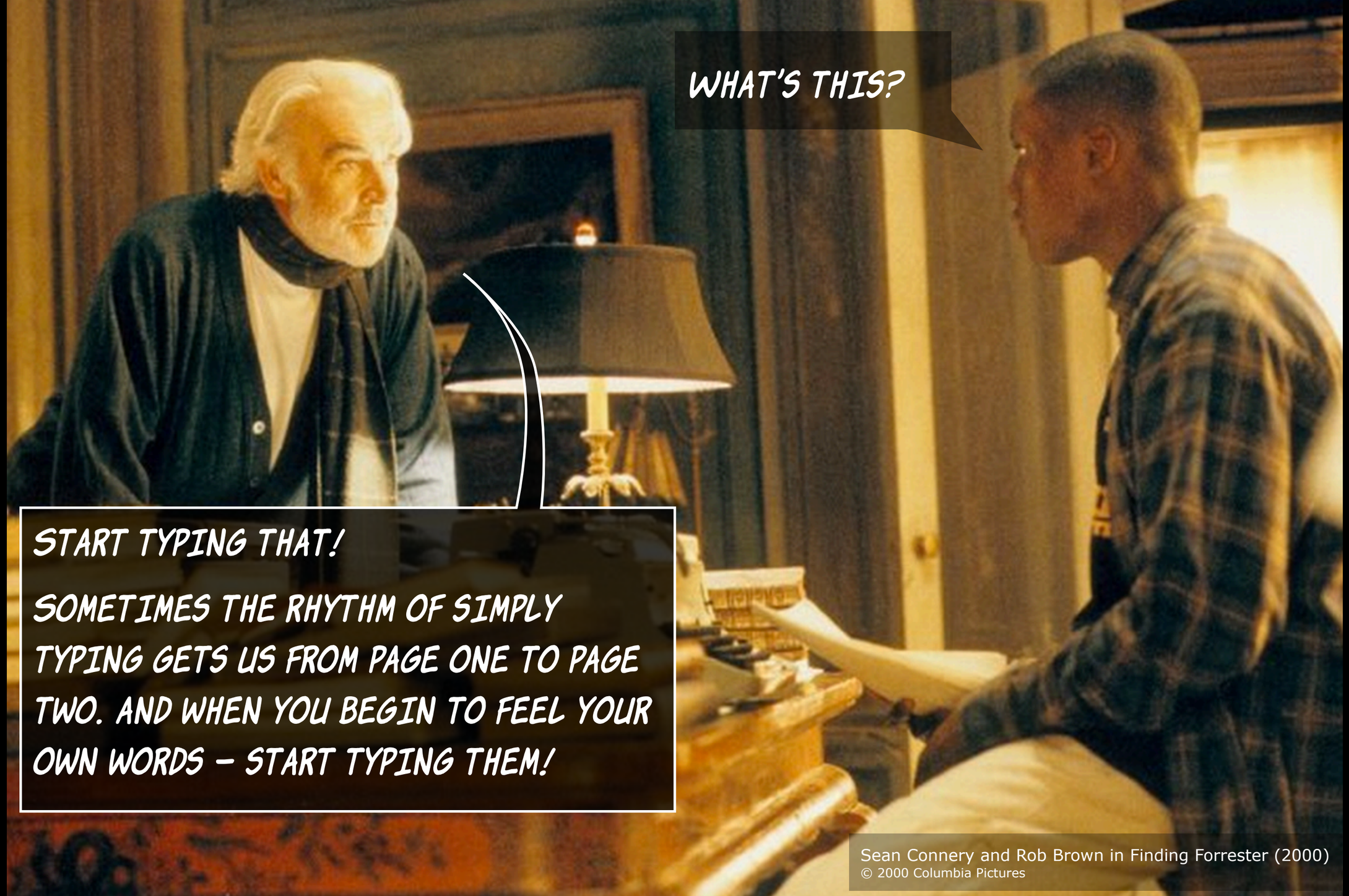
(2)





START WITH THE ENDS,
THEN PROGRESS INWARDS

LAST RESORT:
RECONSTRUCT AND BUILD UP MATERIAL



Sean Connery and Rob Brown in Finding Forrester (2000)

© 2000 Columbia Pictures

Sean Connery and Rob Brown in Finding Forrester (2000)
© 2000 Columbia Pictures

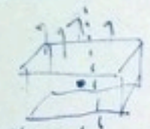
WHEN IN FEAR OF CREATING SOMETHING FOR THE BIN:

SWITCH THE MEDIUM

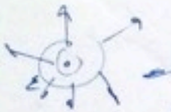
Particles !

Emit Region . XYZ
Emit Orientation
Center

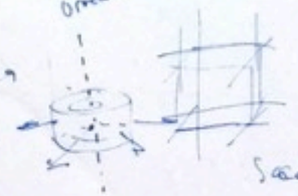
Emit Shape



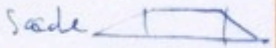
Plane / Box



Orientation



Shape Box Sphere ~~Circle~~ ~~Ring~~ Cylinder



Scale

Scale . Random
Rotation
Spin . Random

Radius . Min-Max

Size . x y z

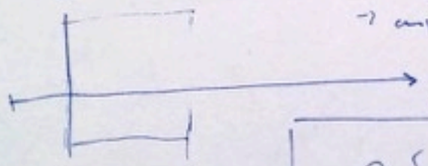
Color Random

Color 1

Color 2

• P → Emit Pos
Emit Time
→ angle 1 . Random
→ angle 2 . Random

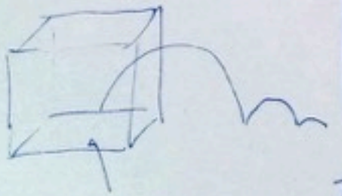
Particle Shape



t

Lifetime

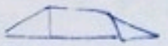
Delay



Collision Reflection

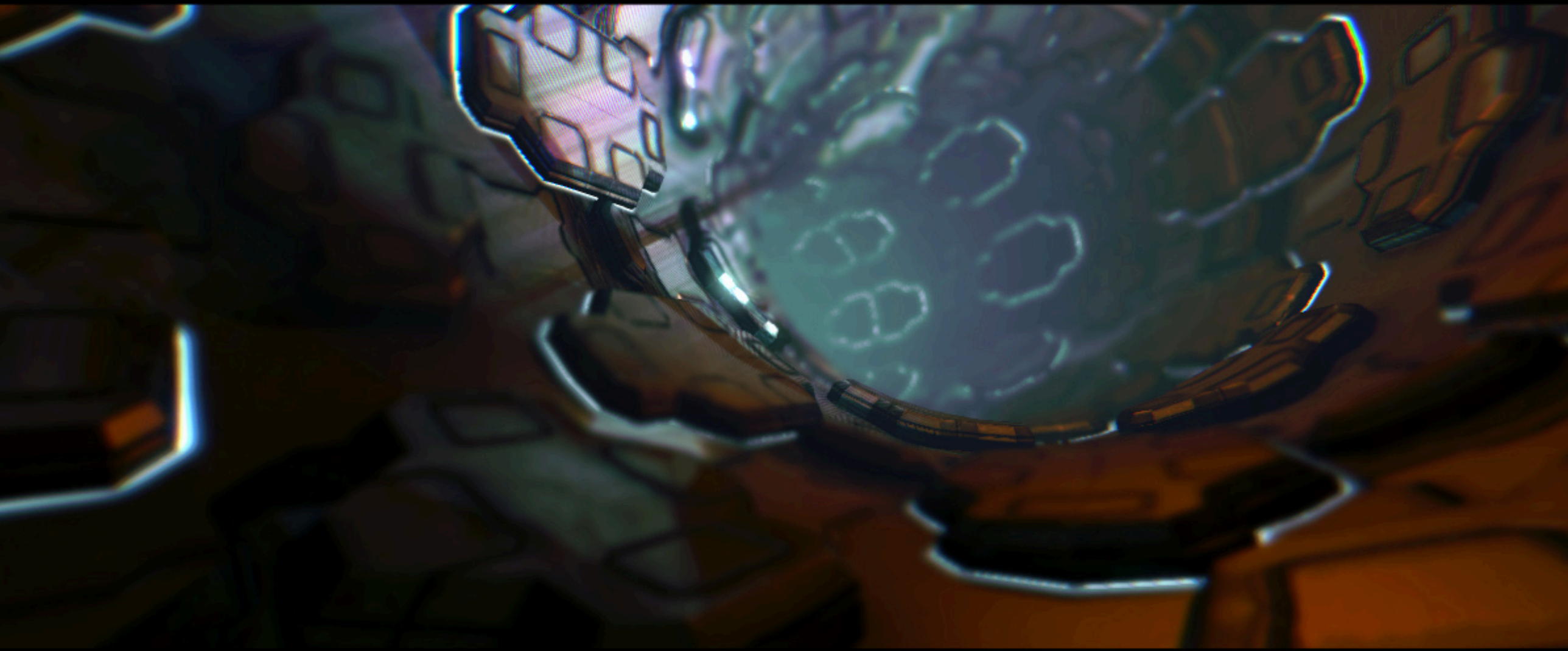
Turbulence
~~Noise~~ Scale
~~Noise~~ Variation
Turbulence Amount

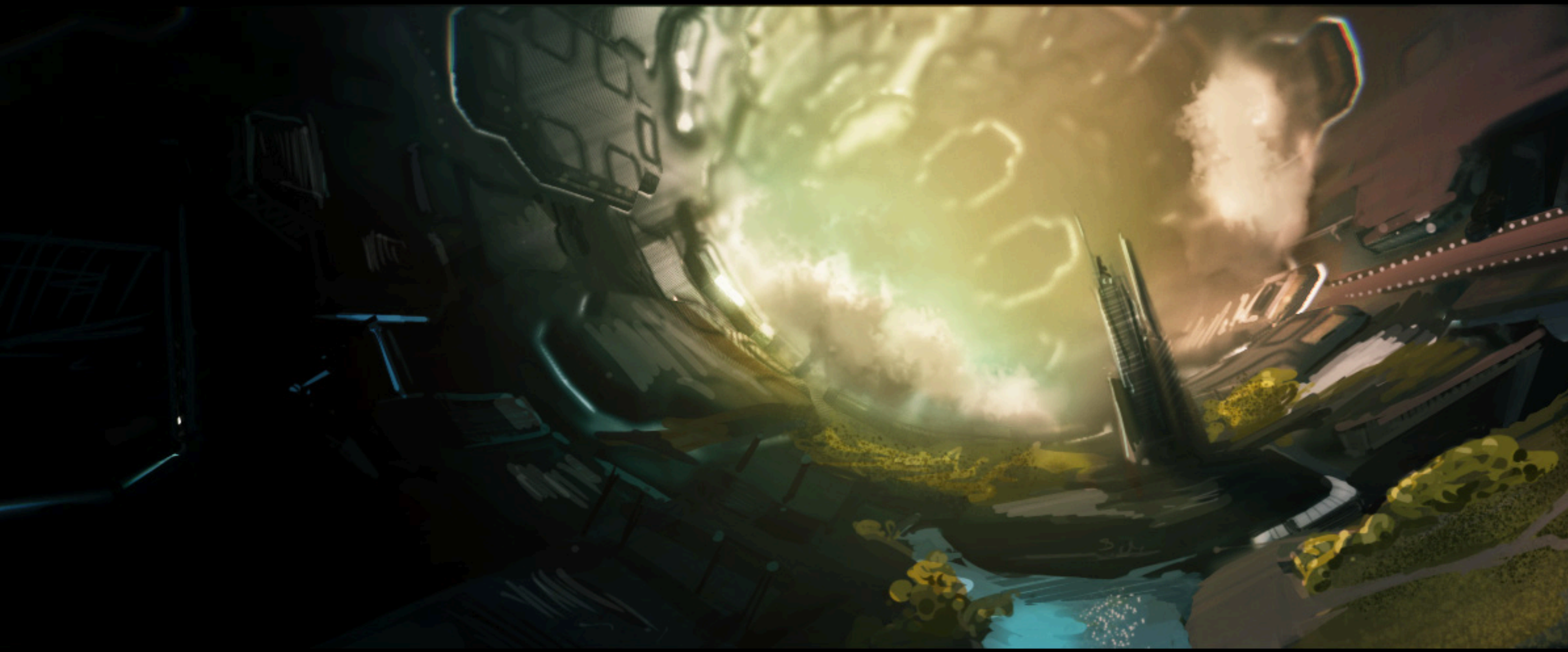
→



Force . XYZ .
(max Speed !)

PAINT-OVERS

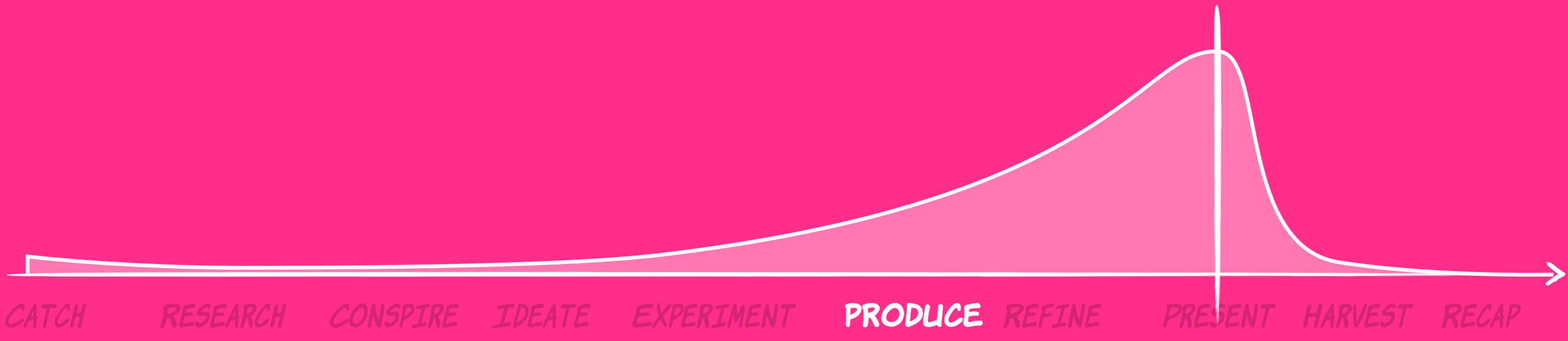




Final Cut Pro File Edit View Mark Clip Modify Share Window Help
Final Cut Pro
FINAL CUT
Event Library
2nd Drive
2010
Gno...oject
Macintosh HD
2011
New ...5-11
Jul 14, 2010 (4)
WS Garden
Elvis in garden
CU Gnome
Tricycle
1 of 4 selected, 20:00
30s
Gnomes Among Us
Fit: 17%
Luma
120
100
75
50
25
0
-20
Settings
DISPLAY
Histogram
Vectorscope
Waveform
CHANNELS
RGB Parade
RGB Overlay
Red
Green
Blue
Luma
Chroma
Y'CbCr Parade
UNITS
IRE
millivolts
Show Guides
100 %
00:00:08:29
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
06:03 selected - 18:17 total

HAVING A CONCEPT ALWAYS HELPS

FOCUS!


CATCH
RESEARCH
CONSPIRE
IDEATE
EXPERIMENT
PRODUCE
REFINE
PRESENT
HARVEST
RECAP

Procrastinators UNITE..
tomorrow.....
ICANHASCHEEZBURGER.COM

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

EATING THE FROG FIRST

POMODORO FOR THE ~~WIN~~

START

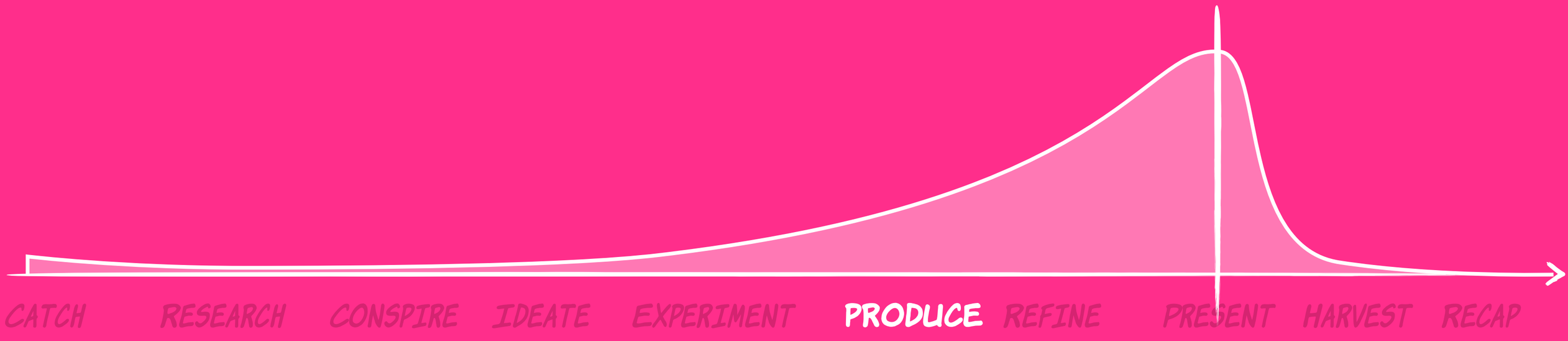
THE USUAL STUFF:

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

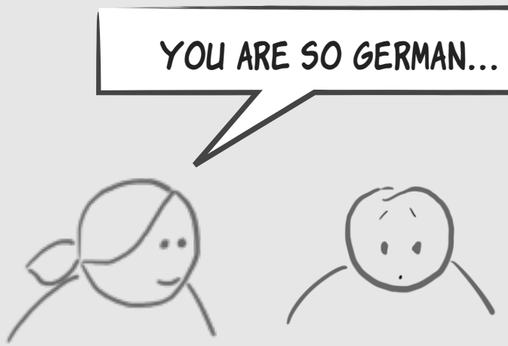
(IMAGE SEQUENCES, ANIMATIONS, EXECUTABLES)

RULES DON'T (NECESSARILY) KILL CREATIVITY

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

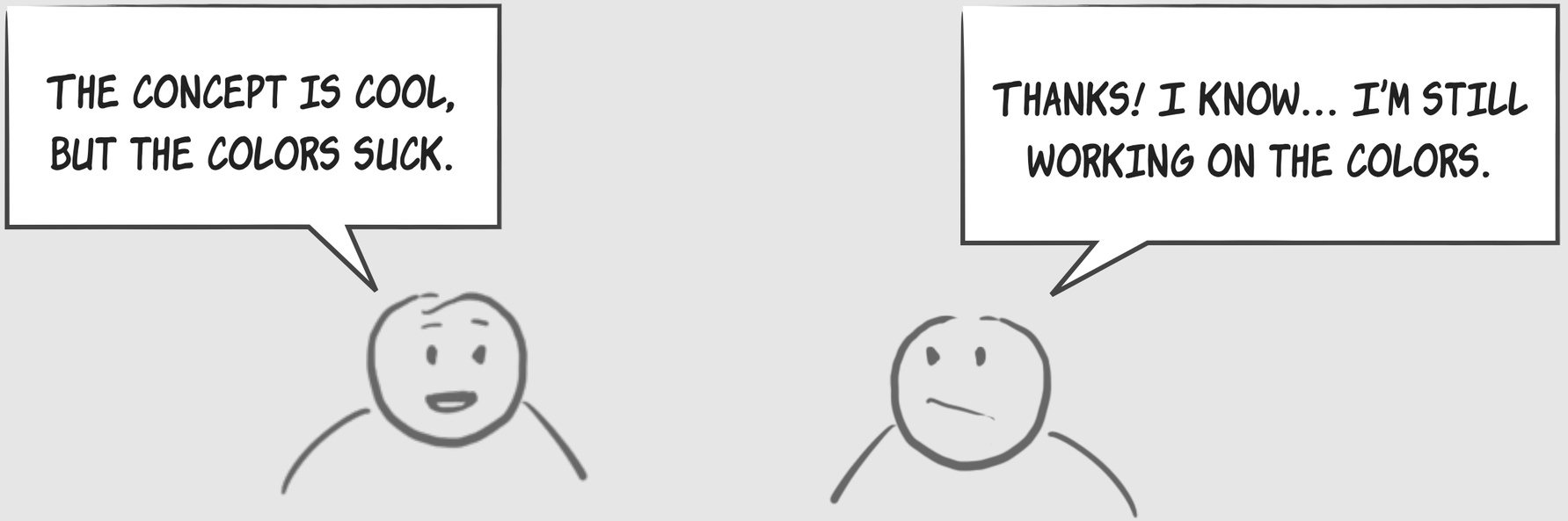
```
we-follow/
  3d/
  psd/
  releases/
    2014-11-23 We-follow-v03.zip
    2014-11-24 We-follow-v04a.zip
  references/
  music/
  screenshots/

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

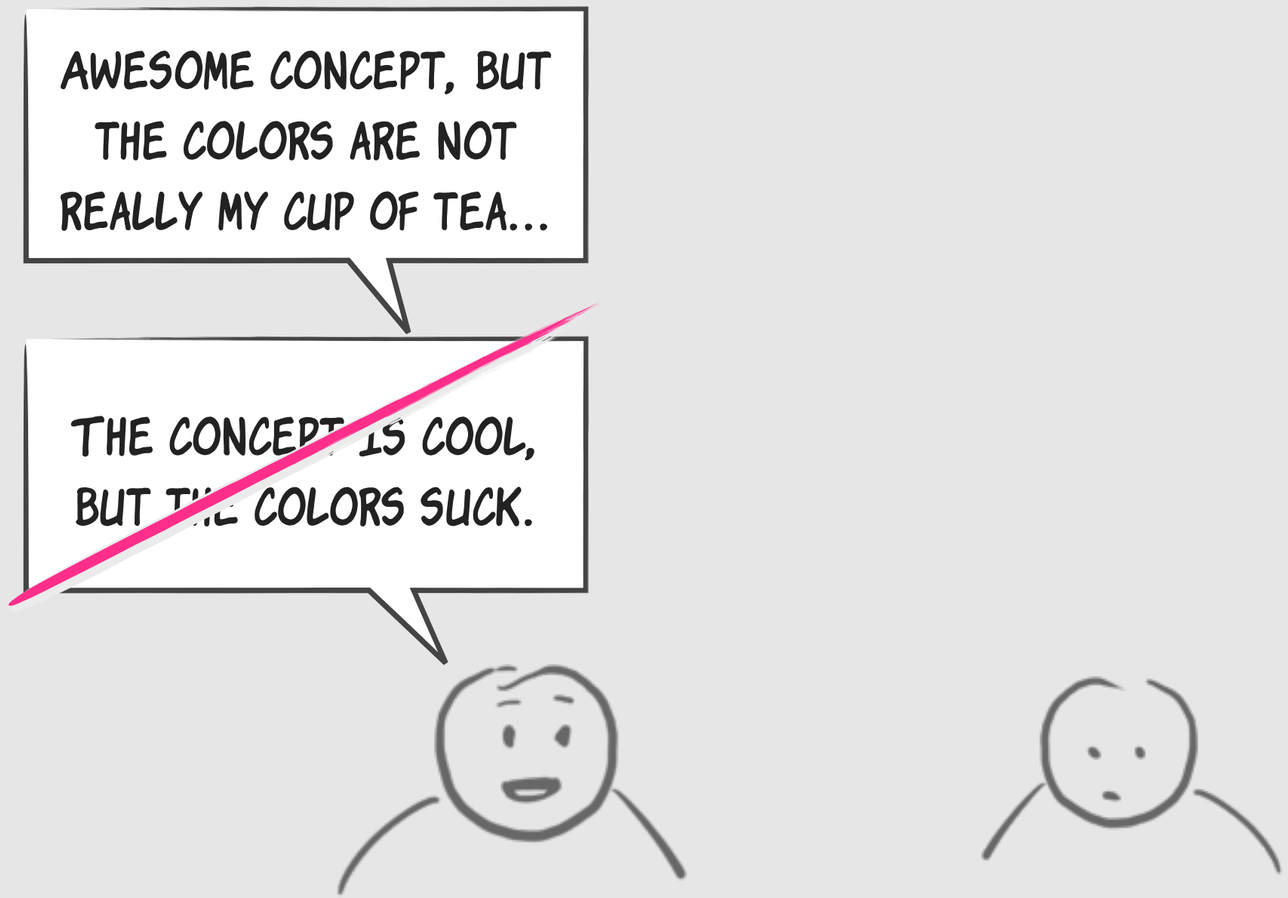


ADD TIMESTAMP AND VERSION

CELEBRATE FEEDBACK



LEARN TO BE KIND



DID I MENTION SCRIBBLES?

TALKING TO MUSICIANS

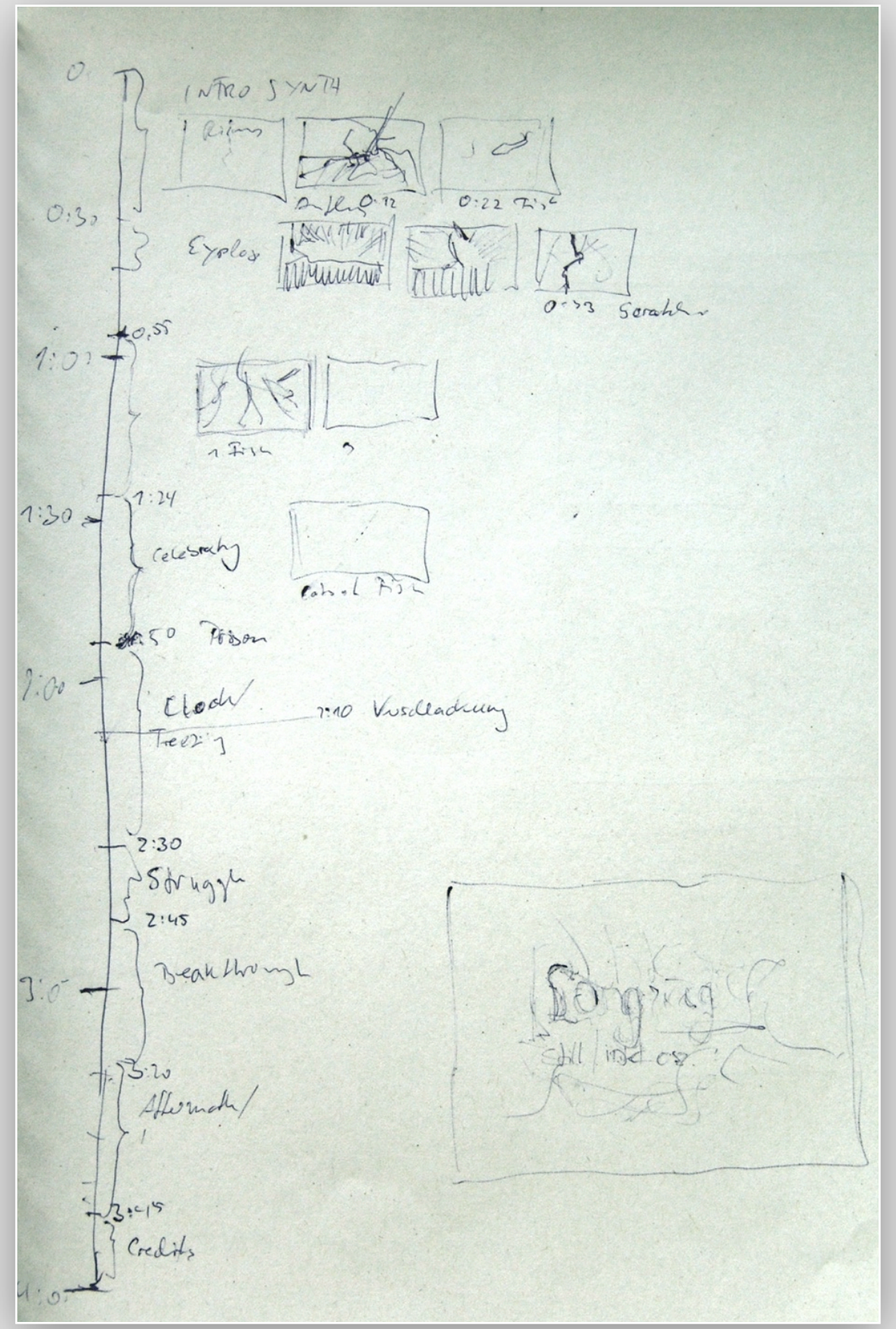
SET STRICT DURATION

DESCRIBE WHAT'S GOING ON

COMPARE, DESCRIBE, EXPLAIN

LEARN TO DISCUSS MUSIC

RESPECT THEIR DOMAIN



TWEAKING

CATCH
RESEARCH
CONSPIRE
IDEATE
EXPERIMENT
PRODUCE
REFINE
PRESENT
HARVEST
RECAP

TODO-LISTS ON PAPER ARE AWESOME

TODO -UE-FOLLOW

00:05 - Text? Credits / Skill"?
00:10 sync to beats
00:11 Remove Skill
00:14 sync something to beat (Camera?)
00:18 move cars
00:28 Flash-Ring too short
0:29 offset of dots dot
0:34 Camera slow
0:29 dots wave
0:32 too fast
0:30 - 0:34 Shield to 4 sec
0:34 - 0:46 fill black gap
0:48 - change sequ to avoid similarity
0:53 - sync to snare
0:54 - inner triangle ?
1:03 - six - come jump again
1:07 sync too
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 Zebra to avoid flickering

R 40
offset

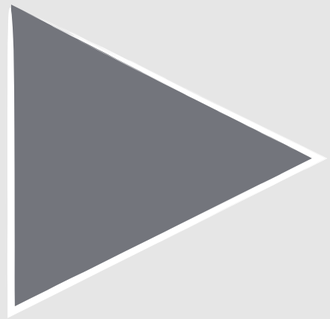
T2 -Fixes
- Zoom Timeline → Curve update
- Add Dragging Ops

0:34 Camera slow

FLIP HORIZONTALLY

FLIP HORIZONTALLY

SLOW PLAYBACK



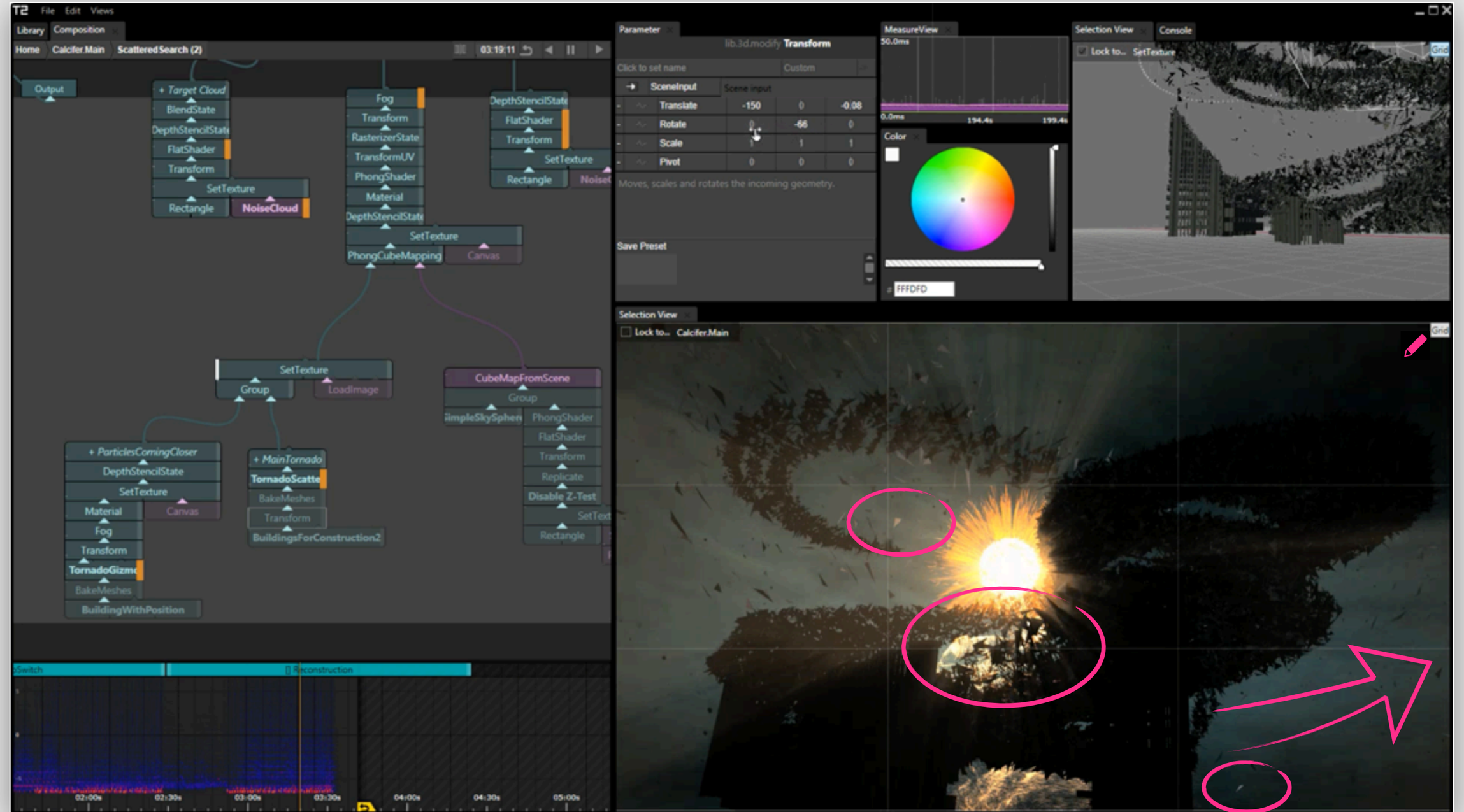
X 0.25

SLOW PLAYBACK

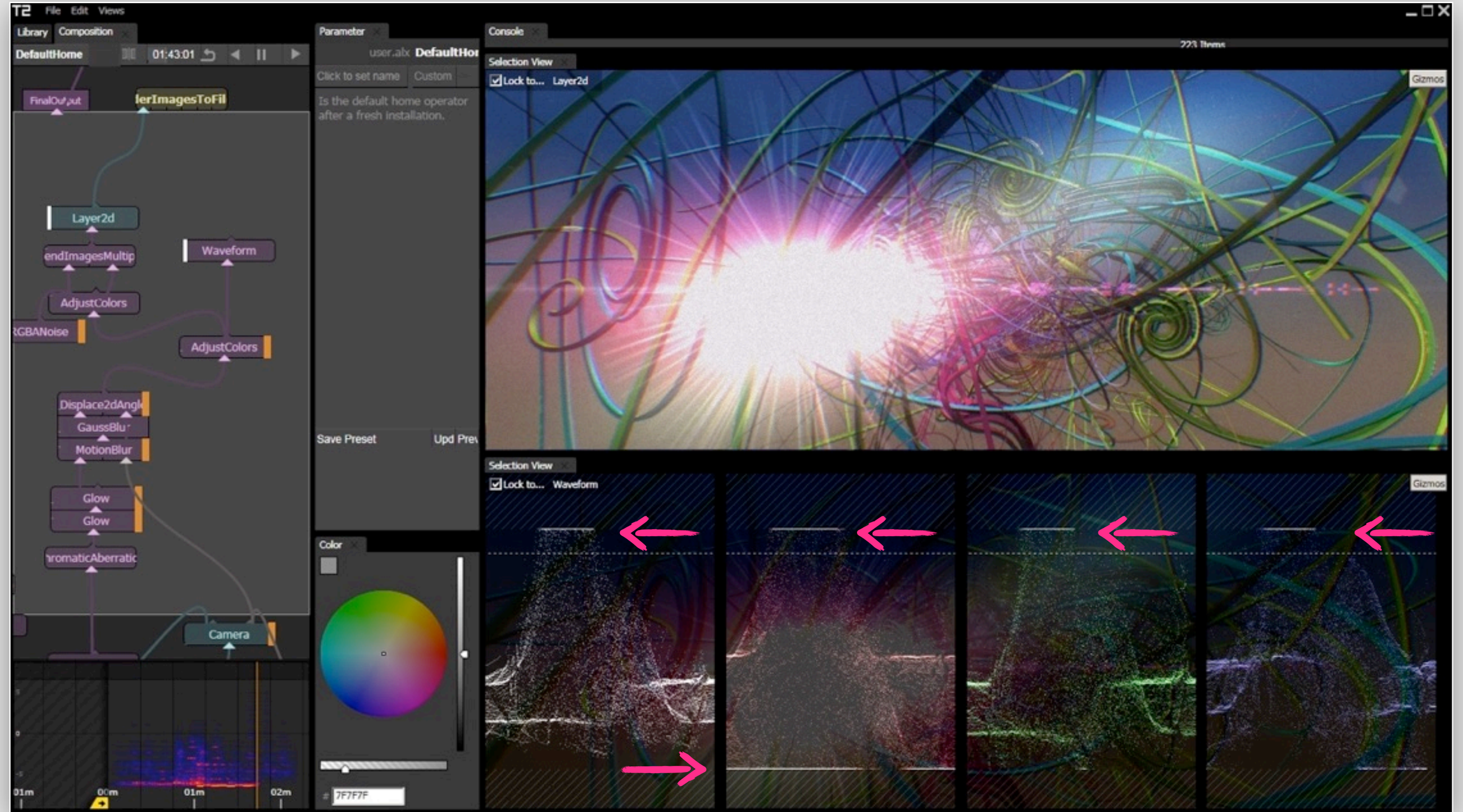
-= 1/30

+= 1/30

ON OUR TODO-LIST: PAINT IN ANNOTATIONS

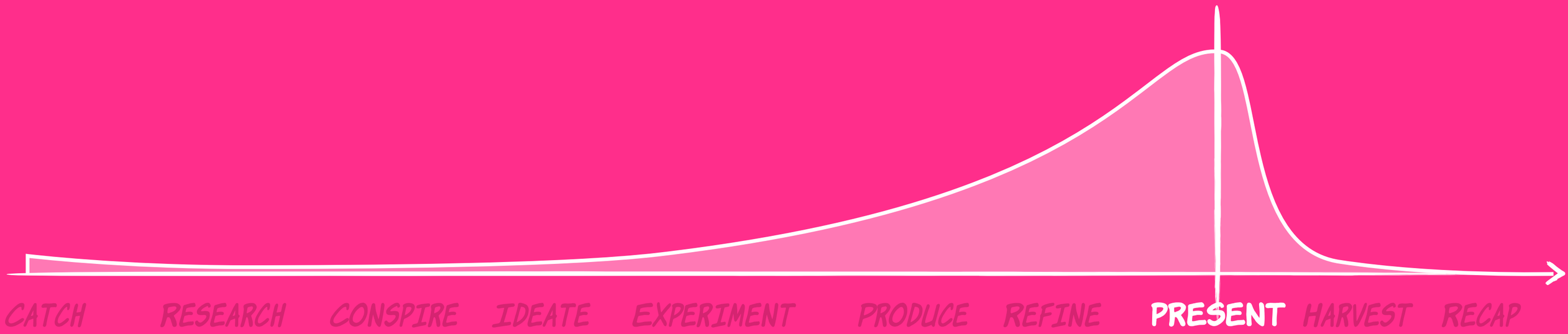


WATCH OUT FOR COLOR-CLAMPING

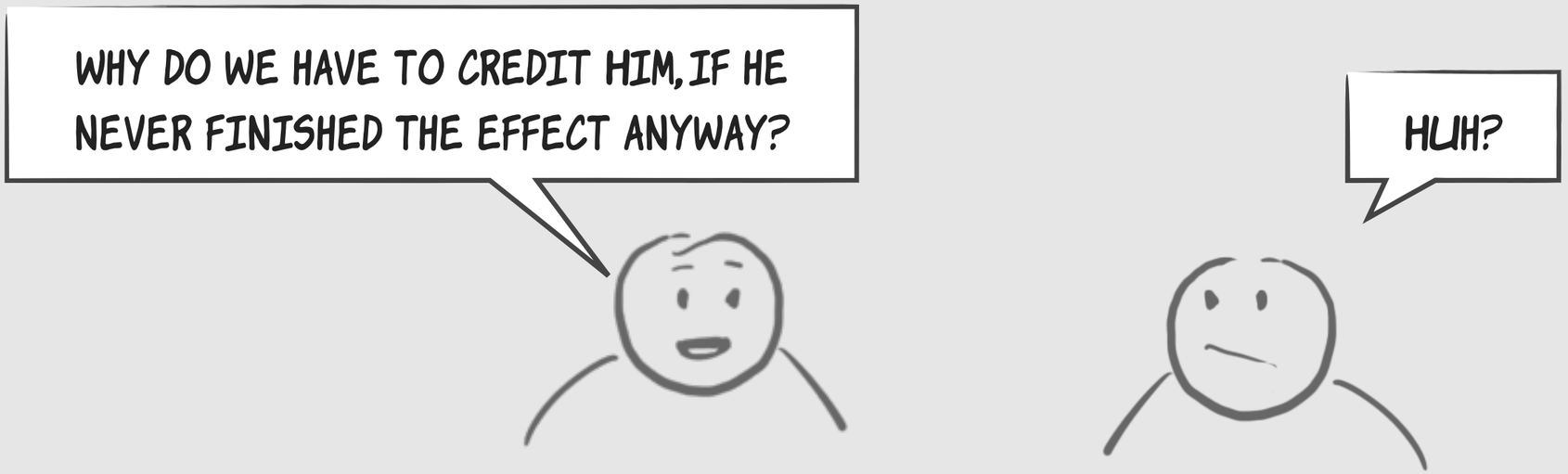


CHECK IN FULLSCREEN

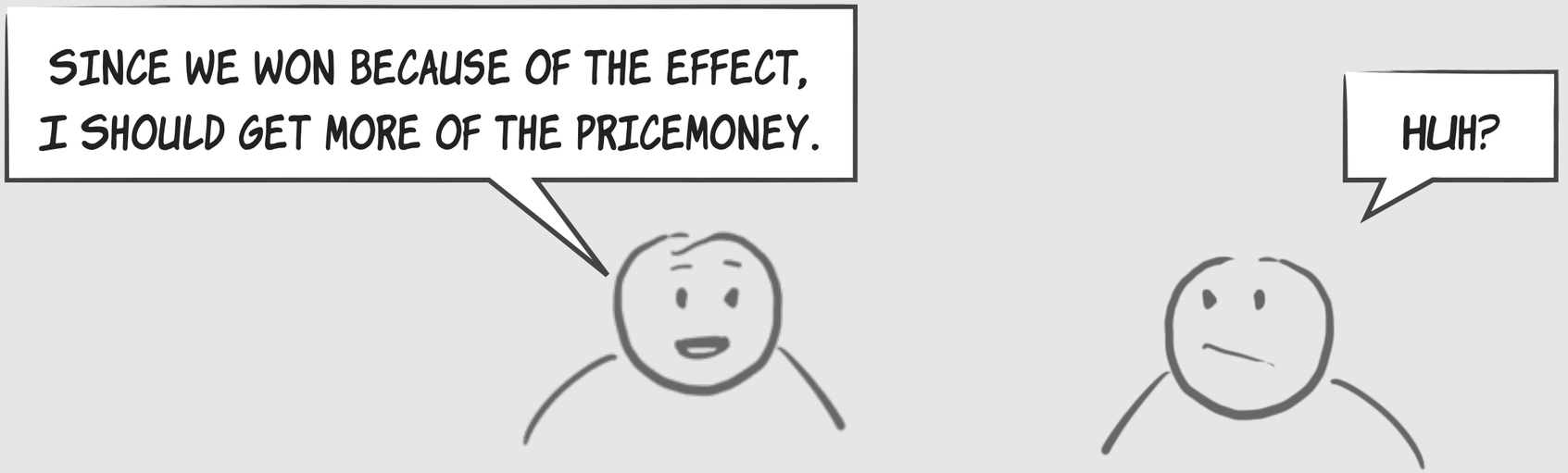
PRESENTATION & HARVEST



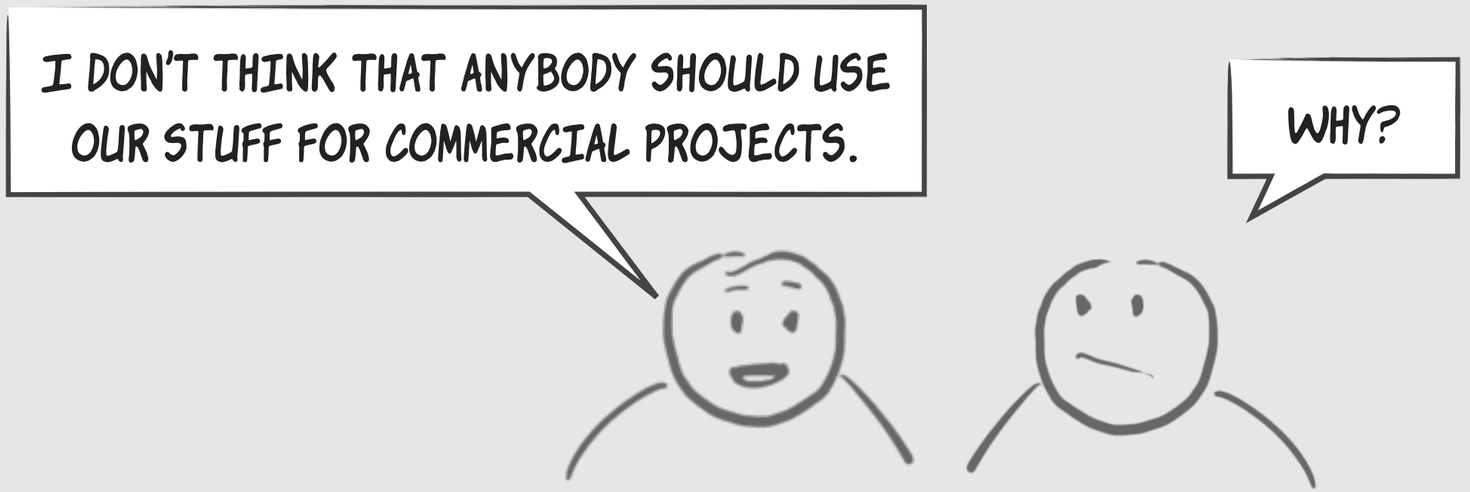
DISCUSS HOW TO SPLIT EVENTUAL PRICES

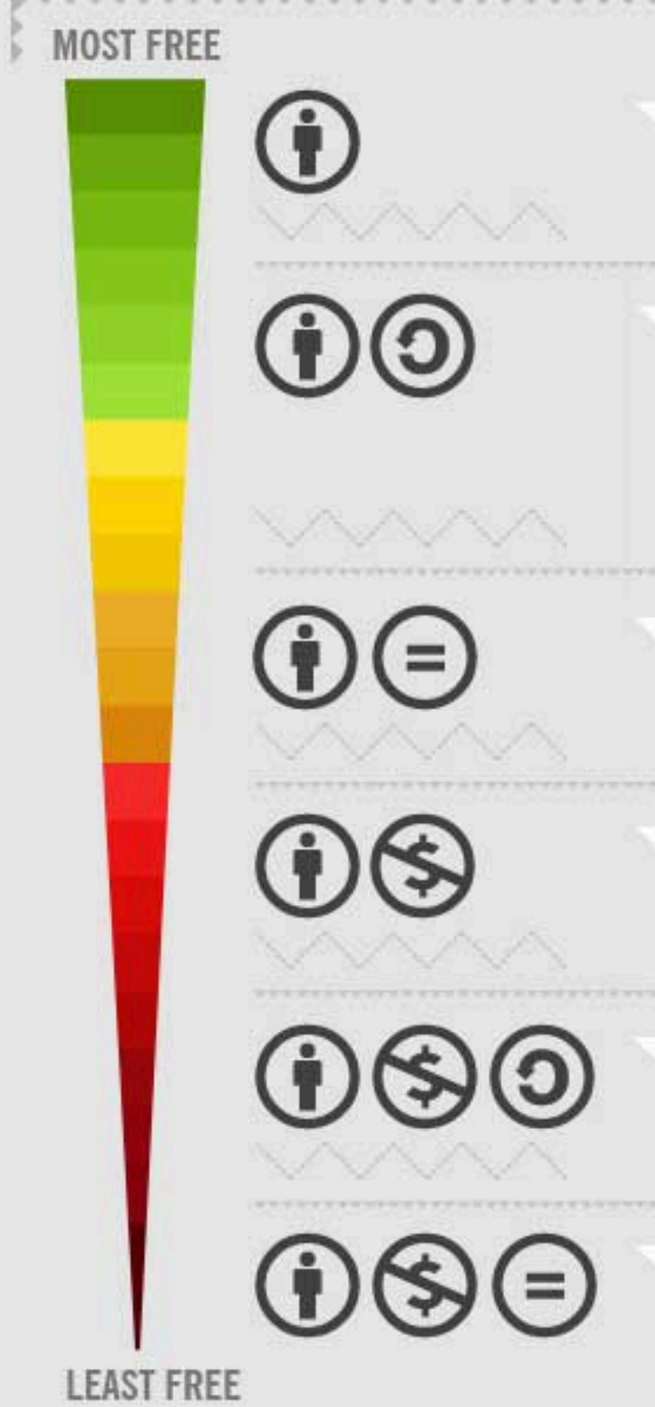


DISCUSS HOW TO SPLIT EVENTUAL PRICES



DISCUSS LICENCES

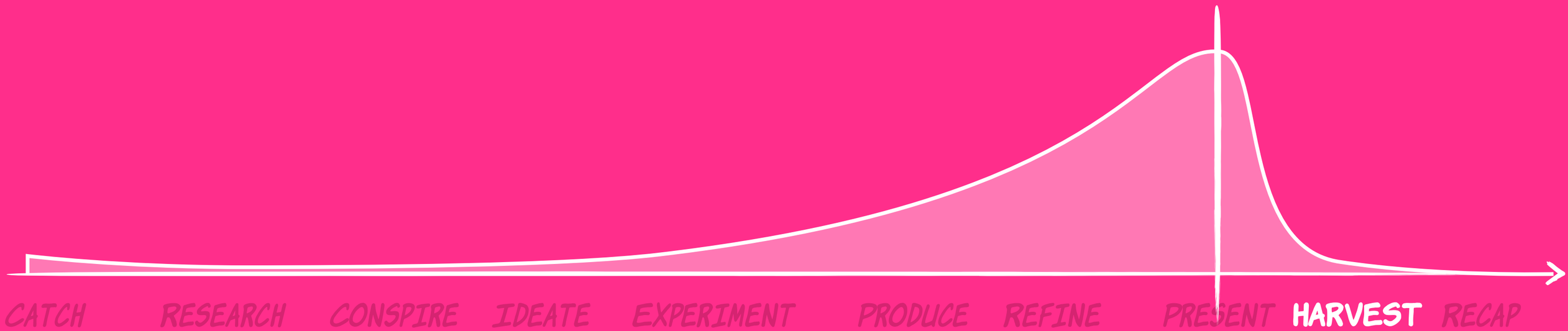




PREPARE RELEASE ON ALL CHANNELS

TOOLL.IO

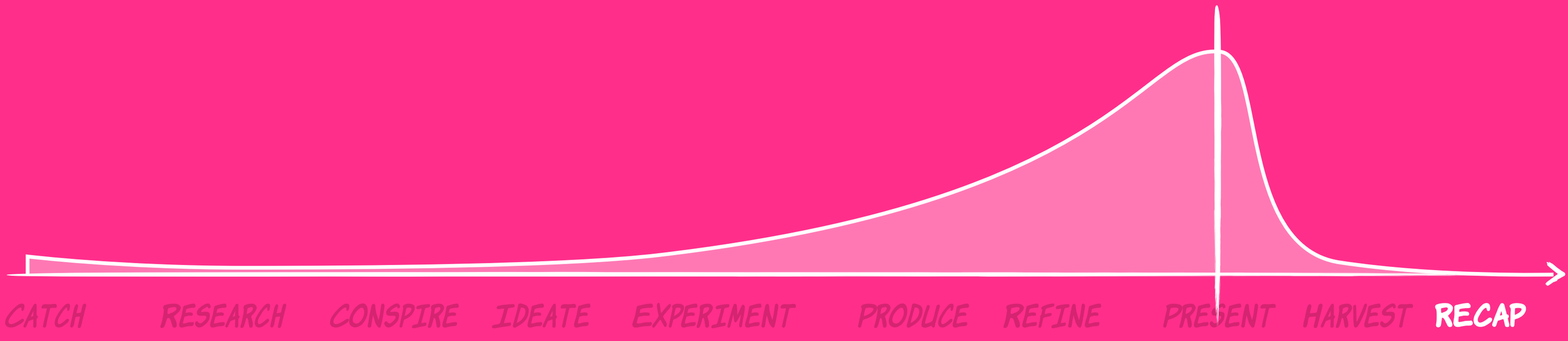
HARVEST & SHARE



SHARE

EXPLAIN, SHARE SOURCE-CODES, GIVE TALKS

RECAP


CATCH
RESEARCH
CONSPIRE
IDEATE
EXPERIMENT
PRODUCE
REFINE
PRESENT
HARVEST
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 kusma 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. Onlyhe 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-tesselation 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

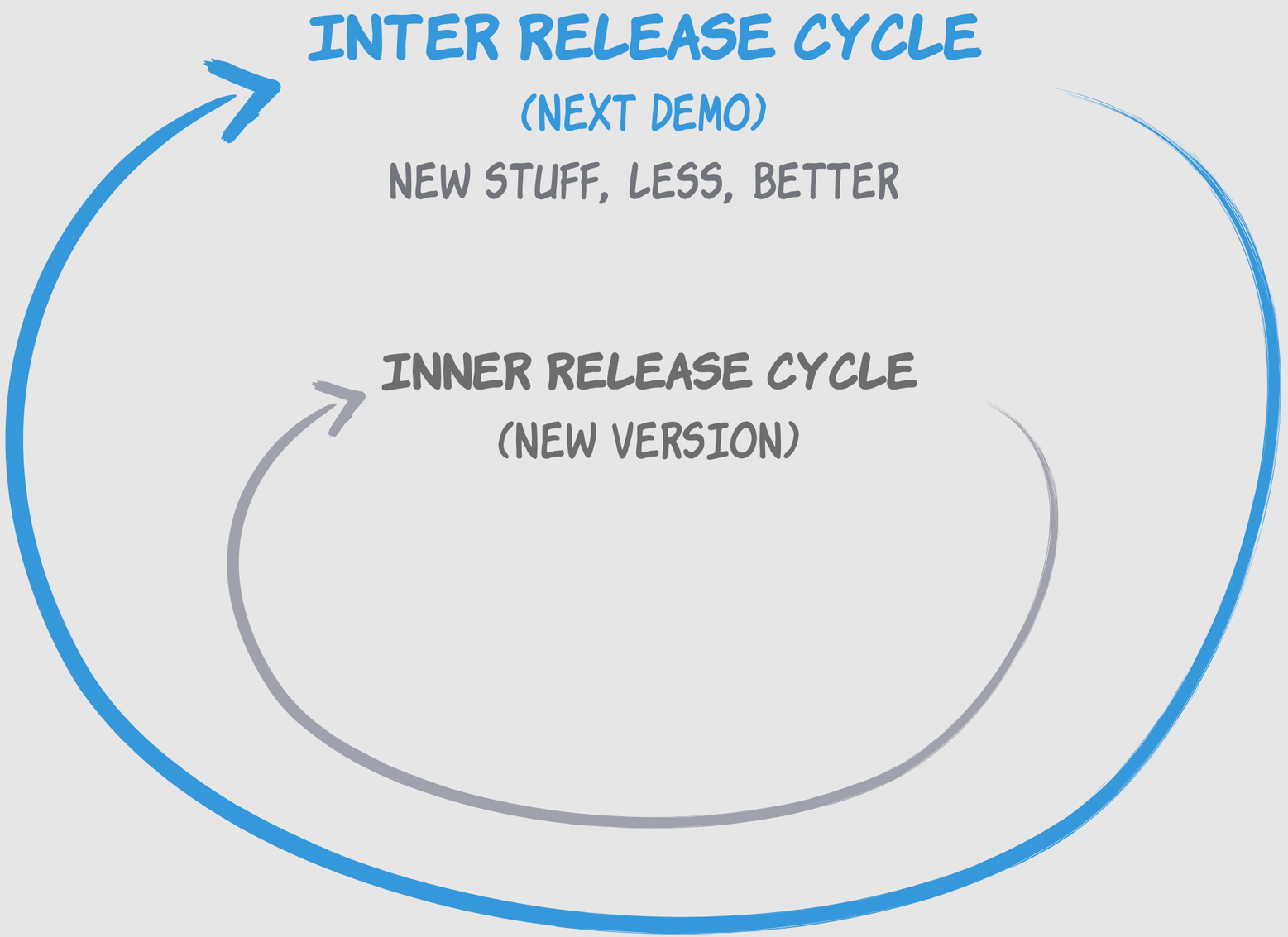
EXPLORATIVE

PARTY!

MANAGABLE

DEADLINES

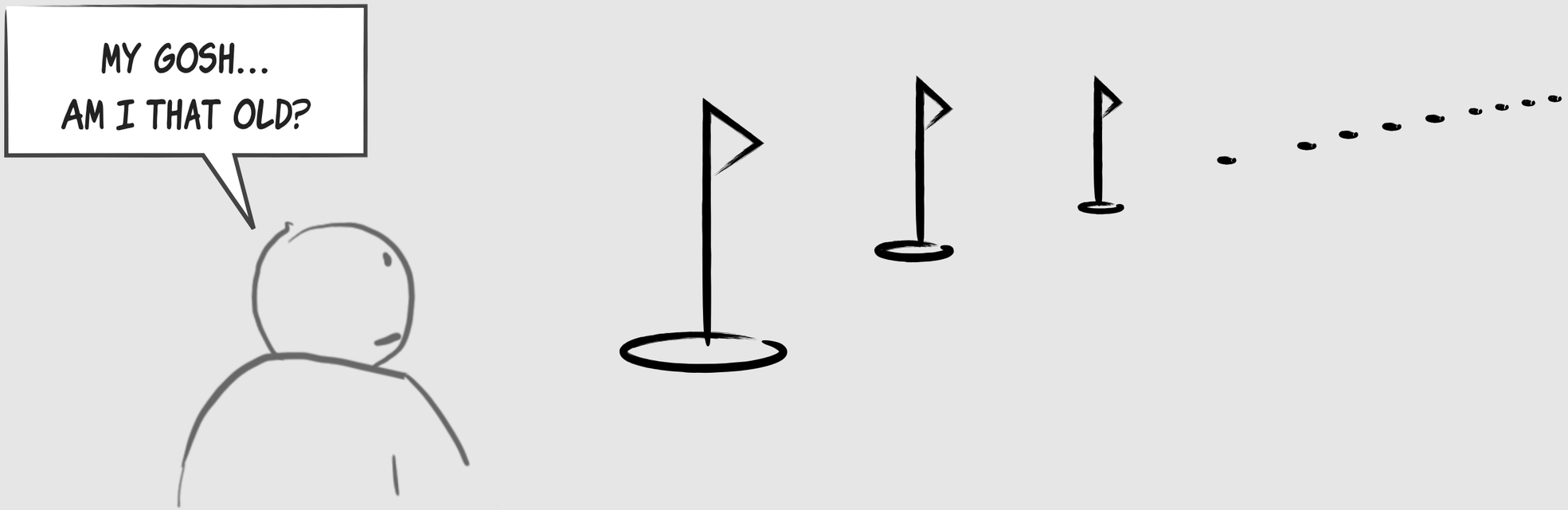
INNER RELEASE CYCLE
(NEW VERSION)
MORE,
BETTER,
COOLER,
CLEANER


INTER RELEASE CYCLE
(NEXT DEMO)
NEW STUFF, LESS, BETTER
INNER RELEASE CYCLE
(NEW VERSION)

LIFE
(NEXT PROJECT)
KNOWLEDGE
EXPERIENCE

BEEN THERE,
DONE THAT

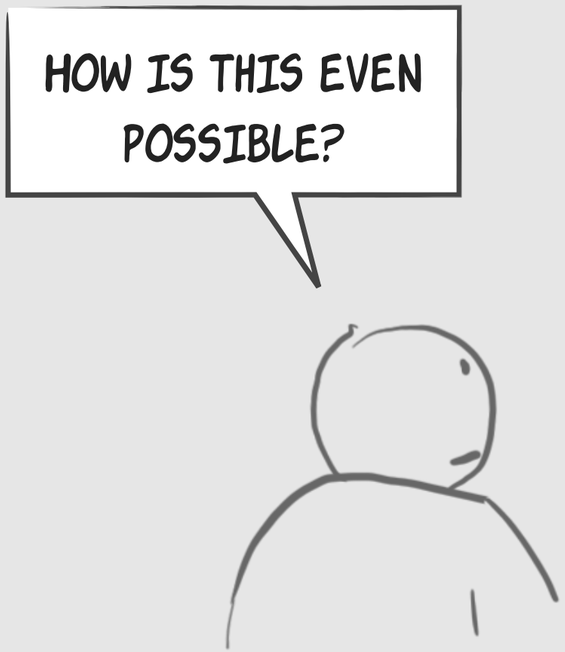
LIFE... IS A JOURNEY



Original foto (c) Enrico Grämer / Hans Wollny
robotron K 6313
PWR ERR PE
LINE FEED
FORM FEED
ON/OFF LINE
DRUCKER-MODUL
robotron
GC-6020 PORTABLE
RFT
robotron
KC 85/1
THE LAST KC-CLUB

WHY TO START

THE DANGER OF SETTING THE BAR TOO HIGH



"NUMB RES" BY CNCD

YOU DON'T MAKE DEMOS TO GET FAMOUS.

PSY - GANGNAM STYLE

https://www.youtube.com/watch?v=9bZkp7q19f0

Apps | Focus! | ToDO | Aktuelle Prios/ - FF | Gesprächsnotizen/ - | Times | FF | C | queue | Coding | Work | Js | Archive

YouTube DE

Upload

PSY - GANGNAM STYLE (강남스타일) M/V

officialpsy

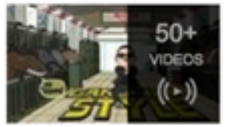
Subscribe 7,793,213

2,251,157,227

Add to | Share | More

140,660 | 1,210,474

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



Mix - PSY - GANGNAM STYLE (강남스타일) M/V

PSY - HANGOVER feat. Snoop Dogg M/V
by officialpsy
181,445,830 views

PSY (ft. HYUNA) 오빤 딱 내 스타일
by officialpsy
546,502,580 views

PSY - GANGNAM STYLE (강남스타일) Teaser #1
by officialpsy
21,953,874 views

PSY - GANGNAM STYLE (강남스타일) @ Seoul Plaza Live Concert
by officialpsy
17,225,694 views

HULK Does GANGNAM STYLE
by Bad Boy
49,686,982 views

Carly Rae Jepsen - Call Me Maybe
by CarlyRaeJepsenVEVO
647,867,317 views

Shakira - Waka Waka (This Time for Africa) (The Official 2010 FIFA World
by shakiraVEVO

the timeless by mercury

https://www.youtube.com/watch?v=lwFVlNytq0Q

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YouTube DE | the timeless | Upload

the timeless by mercury @ Revision 2014

2yearlimitedwarranty

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418,646

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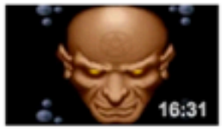
2,434 | 19

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=mZdlSW... (Inserted by request)

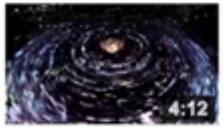
The Scene Is Dead - Razor1911 | 64k Revision 2012
by Demoscene High-Quality Videos (Annikras)
182,367 views



Second Reality by Future Crew (PC Demo)
by docannotable
141,816 views

luma - mercury | 64k | Final
by Demoscene High-Quality Videos (Annikras)
6,388 views

L'abstraction Dominante - Razor 1911 | Revision 2014 | 4k
by Demoscene High-Quality Videos (Annikras)
8,765 views



The butterfly effect - Andromeda Software Development (ASD) (PPR)
by Demoscene High-Quality Videos (Annikras)
82,821 views

Moleman 2 - Demoscene - The Art of the Algorithms (2012)
by Vakondok (Moleman)
197,353 views

Hartverdrahtet - Akronyme Analogiker | 4k Revision 2012
by Demoscene High-Quality Videos (Annikras)
264,784 views

5 faces by Fairlight & Cloudkicker | Revision 2013
by Demoscene High-Quality Videos (Annikras)

Intrinsic Gravity by Still

https://www.youtube.com/watch?v=-ZxPhDC-r3w

Apps | Focus! | ToDO | Aktuelle Prios/ - FF | Gesprächsnotizen/ - | Times | FF | C | queue | Coding | Work | Js | Archive

YouTube DE

intrinsic gravity

Upload

Intrinsic Gravity by Still

Pixtur

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31,022

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488

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Still-minus 2 - Intrinsic Gravity / Visit nvScene 2015

A demoscene realtime-Animation for Under Construction 2014

Mix - Intrinsic Gravity by Still

Glenz vector from Hell - Razor1911 | Revision 2013
by Demoscene High-Quality Videos (Annikras)
12,171 views

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

Still - Calcifer [4K]
by kb
27,479 views

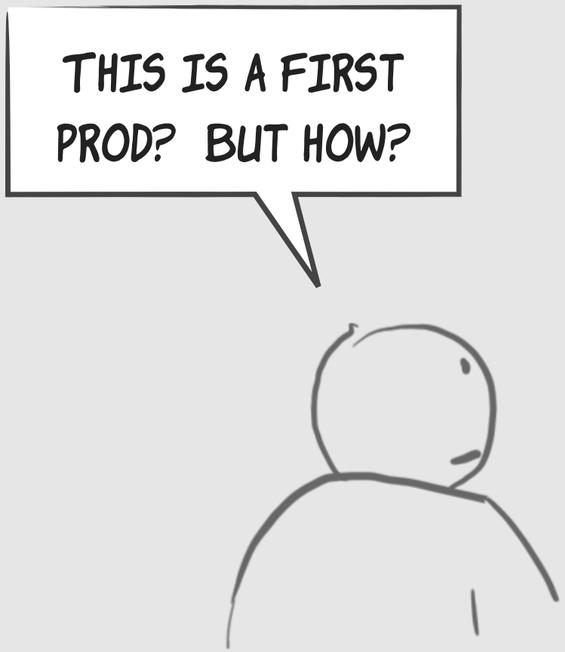
Art and technology of the demoscene
by Pixtur
1,809 views

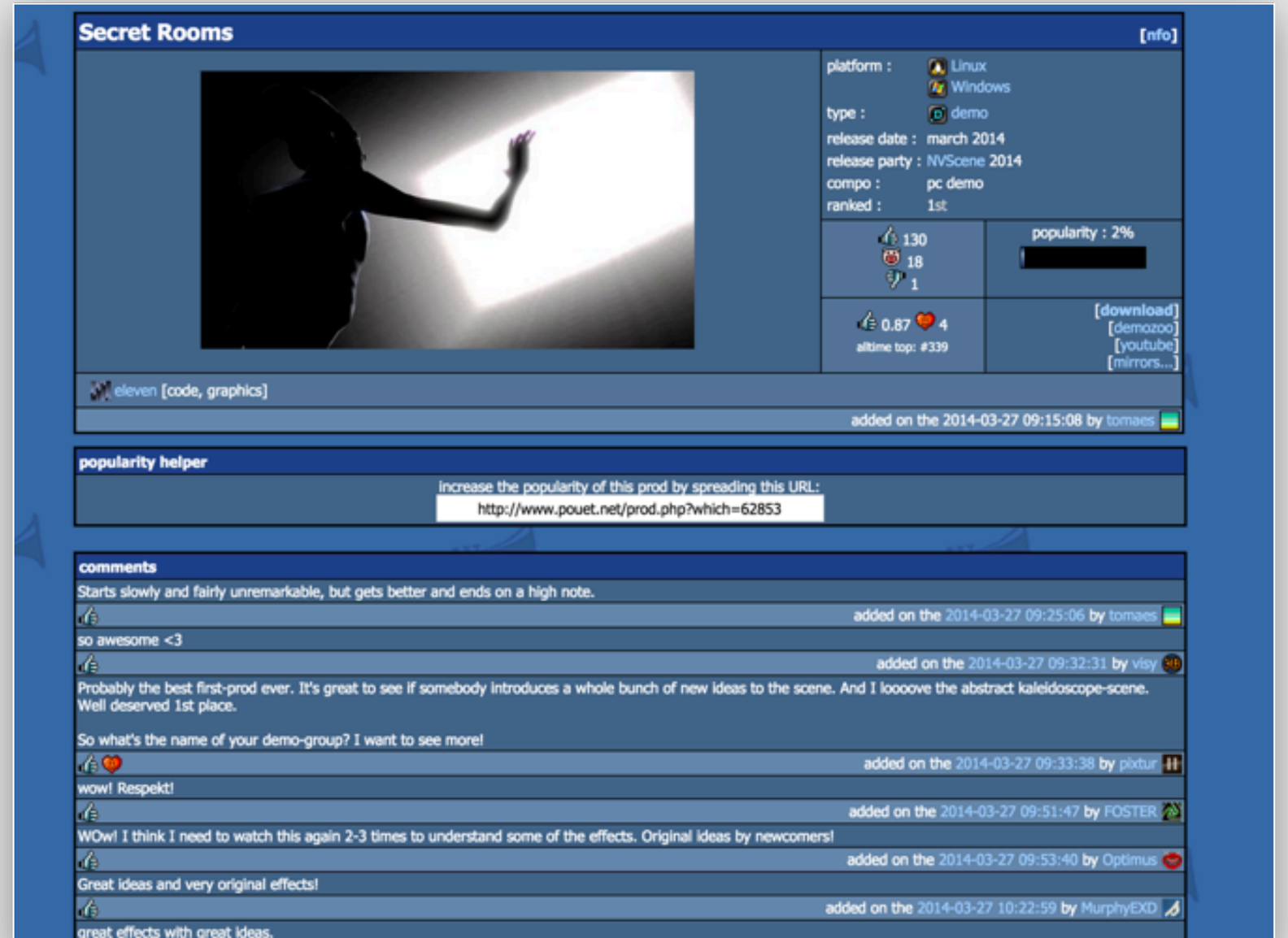
Best of Demoscene 2015
by TheDemoTube

Beta by Still (FullHD 1080p HQ HD demoscene demo Evoke 2011)
by Demoscene High-Quality Videos (Annikras)
10,400 views

Mito Chondrio - ASD
by Demoscene High-Quality Videos (Annikras)
6,741 views

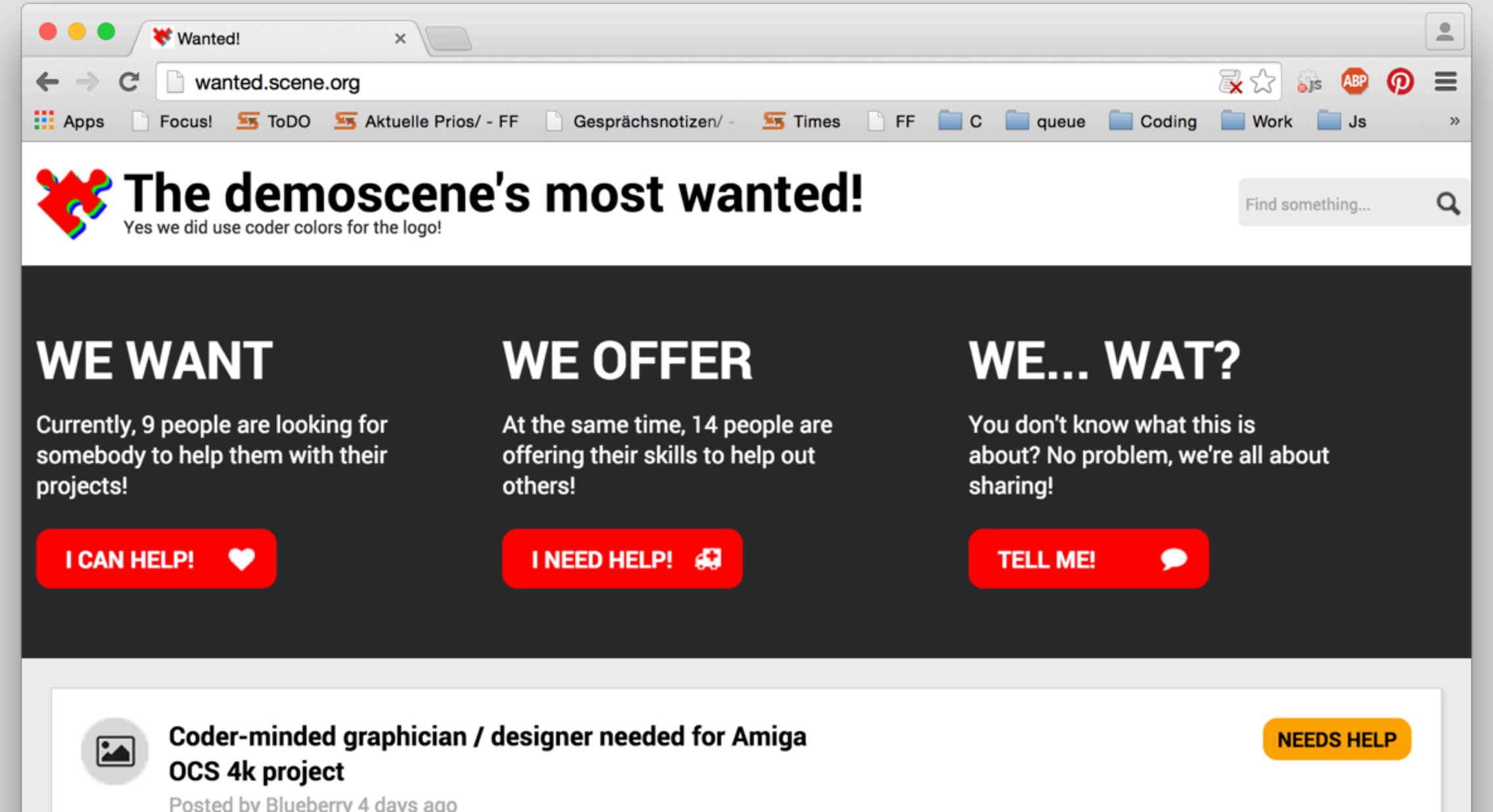
THE DEMOSCENE HAS A TRADITION OF WELCOMING AND RESPECTING NEWCOMERS





THE ENTRY IS EASIER THAN EVER.

DATING SITE - THE DEMOSCENE WAY



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.