

SHOKE ONLY R1 MINIMA SIGARETTES

ВАЖНУЮ  
ИНФОРМАЦИЮ  
СМОТРЕТЬ НИЖЕ  
РЕКЛАМА НАМ НИКОГДА НЕ ЗАПЛАТИЛА ЗА РЕКЛАМУ



ПРЕДЛАГАЮ ЧАЩЕ УСТРАИВАТЬ СОВМЕСТНЫЕ КУРЕНИЯ



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**SMOKE**  
D YOU SHOULD DO THE SAME

R1 &  
NEONRAY™

SHOKE ONLY R1 MINIMA SIGARETTES  
WHO THAT'S WHY WE ALWAYS  
GOOD IN DESIGN

**M** AND YOU SHOULD DO THE SAME  
МИНЗДРАВ ПРЕДУПРЕЖДАЕТ

КУРИТЕ ЧАЩЕ. НО ЛУЧШЕ

КУРИТЕ ЧАЩЕ. НО ЛУЧШЕ

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YOMOMA.RU PRESSCENTER PRESENTS

# SMOKE<sup>TM</sup> 1

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DESIGNISH. PRAKTISH. GOOD.

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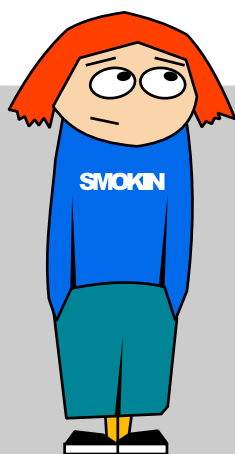
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BY NIGHT\_ OF NEONRAY

# WHAT IS THE SMOKE?

## NIGHT\_TALKIN':

**\$MOKE™** IS A PDF MAGAZINE FOR EVERYBODY. CREATIVE IDEAS, PICTURES OR OTHER STUFF ARE PUBLISHED IN SMOKE. WE HAVE NO LIMITS. SMOKE IS CREATED BY DESIGNERS. THAT'S WHY IT INCLUDES A LOT OF GRAPHICS. IN THIS ISSUE NOT MANY TEXTS ARE PRESENTED. BUT IF YOU HAVE INTERESTING TEXTS JUST MAIL US A MESSAGE. WE WILL PUBLISH IT. EVERYONE CAN SEND TO US PICTURES, TEXTS OR ANY OTHER MATERIAL. WE WILL PUBLISH IT. THE ONLY ONE RULE: INFORMATION SHOULD BE CAPABLE WITH PDF FORMAT. BUT YOU SHOULDNT SEND YOUR STUFF TO US IN PDF ONLY. YOU CAN SEND PICTURES DRAWN IN CORELDRAW!, XARA X, ADOBE ILLUSTRATOR, ETC.

SMOKE IS JUST A MAGAZINE ABOUT EVERYTHING WHAT CAN BE INTERESTING.







# Mato & Fuki

## FROM A DEMO PROJECT TO PRINT MEDIA

After we had completed the demo Gerbera (released at Assembly'2001), I had few weeks left of the summer holiday. I liked the robot characters in Gerbera so much so that I decide to make a children book about the two fellows.

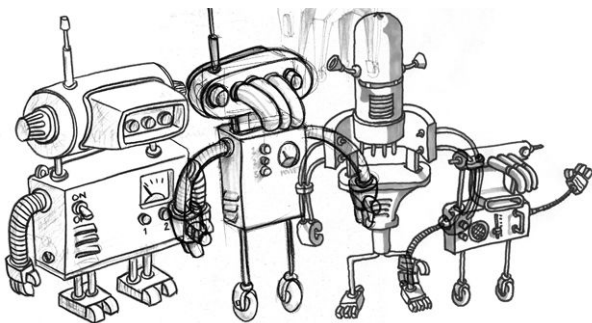
The story of the robots began last winter. In pic 1. you can see very early skecth of the style. First the characters (pic. 2) were supposed to appear in a cartoon, but when I started to learn some 3D Studio Max at the beginning of the summer, I modelled the Mato (the smaller greenish one) character just to learn the basics. So instead of drawing the cartoon I was hooked into the world of modelling. After some time the second charater and some accessories were done.

When the Gerbera demo was made later at the summer, I chose to include the robot characters in the demo. The general style of the demo ruled the environment they were put into.

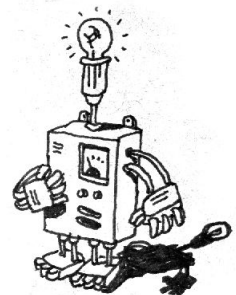
At the moment there are two Mato & Fuki books. Third one is in the works. The first two books are called "Mato & Fuki tapaavat Kippiauton" (Mato & Fuki meets the Kippi-truck), and "Mato & Fuki mummolassa" (Mato & Fuki visit

grandma). In addition to the models used in Gerbera I made some models needed in the new environment (such as trains and trucks, etc). During the making of the books I changed the environment pretty soon to more cleaner mainly because the textures were way too low resolution for printing (we used digi-cam for the textures in Gerbera) (pics 4-6.).

It rarely happens to me that I actually can continue the "story" created for a demo in some other medium. This time it was accidentally very succesful and I hope that using the same design process in the future allows me further experiment with the demo elements in my illustration and graphics design projects.



Pic 1. Some sketches for Gerbera demo. The model of the Mato character in the demo was modelled after the left most sketch. The rest of the robots did not make into the demo.



Pic 1. A very early sketch. This is where it all began.



Pic 3. Cover page for the book "Mato & Fuki tapaavat Kippiauton".



Pic 4. A spread for the book "Mato & Fuki tapaavat Kippiauton". The red truck takes the two robots for a ride.



Pic 5. A spread for the book "Mato & Fuki mummolassa". Mato used to ride on a brush wen he was young.



Pic 6. Final spread for the book "Mato & Fuki mummolassa". The two tired robots decide to rest a little.



DEATH IN VEGAS CRISTAL MET UNATICO CALMED FESTYLERS CHEMICAL BROTHERS

WHERE  
IS

2X

BREAKBEAT  
NOW?



BREAKBEAT  
DRUMINBASS

**RETURN**  
THE BROKEN RIGHTMS

FUKK. THAT WAS A FUKKIN  
GREAT TIME. OWKEY.  
DRUMANDBASS ARE MASSIVE  
BUT WHAT ABOUT BREAKBEAT?  
I WANT BREAKBEAT.  
WHAT HAPPENED WITH OLD  
BREAKBEAT BANDS? THEY ARE  
DEAD OR PLAY COMIMERCIAL  
BREAKS. AH.  
SHIT. DON'T LISTEN TO ME.  
IM JUSTA LIKED THAT TIME.  
IT WAS VERY GOOD TIME  
ANYWAY.





## INTERVIEW

MOPPI PRODUCTIONS ARE  
MEMON SUMO GSTEP BASTARDINA

### First of all: What does Moppi mean? How was the name chosen?

memon: Moppi is a finnish word for a house cleaning equipment. Once upon a time the name was chosen because we all had semi- long hair. The hairstyle looked a lot like that house cleaning equipment. I was a kind of joke first, but then we decided to keep it because it (don't remember why).

gstep: The house cleaning equipment that memon is talking about is called mop in English.

### How many people are there in Moppi Productions? What do they do in real life, and so on.

sumo lounge: There are four people in Moppi right now: Memon, Sumo Lounge, Gstep and Bastardina. Memon and I are the only founding members left. We all study in the same school, although it's not the place where it all started. We have also had some guest stars in our prods.

bastardina: We're all neat guys (minus my occasional girly side that appears once in a month) with weird humor! We have fun time together, and working together doesn't make any difference. From my perspective, Memon is the "leader", he's the one who ultimately says what we're gonna do and how. All in all working together is challenging, inspiring and instructive in many ways. We all require quality of what we do, our aims are high. Yeah, and we're all now in the same school, Lahti polytecnic's Institute of Design, an utterly lovely place!

gstep: Few years, about five or six, I was interested in demoscene but didn't have enough knowledge to do anything. Then, in some weird way I bumped into Moppi and they let me come along. At first it was mostly just watching behind the shoulders but as time moved on I started to do little here and there stuff and found my plot in the group.

memon: Bastardina is the latest arrival. She came along when we started to make Halla to backup us in the story writing, project management and directing. She didn't know anything about the demoscene when she started the project with us which was helpful since we needed someone who wasn't tight to the technical limitations (sometimes it's frustrating to think everything as polygons, too many nice ideas are dropped too early) and could see the whole story as is.





BASTARDINA

SUMO LOUNGE

GSTEP

MEMON



w h o a r e t h e y ?

UNDERCAM 

## Can you tell us a short history of Moppi Productions?

memon: Well, it all started back in 1996. We were a bunch of nerds hanging around in the computer classroom. There were three of us, Memon, Sumo (then known as Goon) and Meager (then known as Jackpot, not involved anymore). We all had a semi-long hair, and we liked demos and there was a local demo party coming so we decided to found a group and make a demo for the party. Since we were spending quite a much time together the other people started to call us the Moppi-crew because of our hairstyle. So when it came to deciding the name we chose Moppi Productions. It was a joke name at first, but when we started to make our next demo for The Party 96 we were known by the name already so we chose to keep the name.

The Party 96 was the first big party we attended and it was instant success. The feeling in the party hall was amazing when the people laughed at our demo and they liked it a lot. The demo Three Little Goats ended fourth in the competition.

The next demo was Hannu & Kerttu 2000, which was made to the Assembly 98. It was also a story demo and we were second. After that we made a demo called Asylum for The Party 98. The demo engine was coded for Glide and was buggy as hell and the only machine the demo worked was mine. I even coded some part of the demo at a boat from Turku to Stockholm, because we were in such a hurry. Then came 7CF, first OpenGL demo for me. After that I decided not to switch back to software rendering. The year 1999 must have been the year I was in the army since there's not much demos done. That year we also made an intro called Spank, which was never really finished or released. It was made with the first version of Demopaja (it was an intro tool back then).

The rest of our productions are more well known. FFWD is one of the best demo making experiences I've ever had. At that state we had already done Further and Demopaja was in very good shape and very usable. I did the demo with Sumo and the stuff was done pretty much 50/50. With Further we learned the lesson how to pack a demo (a missing DLL... nice). Next up is Gerbera. Gerbera was so far the largest project we had had. It took three months of hard work. The schedule didn't work as usual the last two minutes was done at the party place as usual. It's very nice that Assembly has that oldskool area, there's quiet enough to finish your production.

After Gerbera it was quite clear that we could not make two demos that big per year. So we decided that the next demo would be made for the next Assembly. On January 2002 there was rumors about a local demo party called Lobotomia which should take place in two months. Halla was originally meant to be shown there. Well, the party was cancelled (it was held later though, but we never heard of it) at we postponed Halla to Assembly. A lot of coding, a lot of modeling, a lot of script writing and a couple of beers, and Halla was ready. The same feeling that we had in FFWD was not there when making Halla. I evidently had too much workload and everything

depend on me too much. Now it's done and I guess we all feel good even some plans did not happen as we wished.

Hmm... I guess this is not a short history, but a moppi-hair-long history ;)

bastardina: Yeah, in Halla, Memon had too much to do in too little time. That's why the final version will be better - it will be the director's cut! ;)



QUARRY GAME SCREENSHOT

HALLA SCREENSHOT  
ASM2002

You don't seem to be "public persons" - not hanging out at IRC, scene forums, whatever... Is that a "strategy" of some sort, or you just don't have the time for this crap? 8)

memon: I regularly visit the important demoscene web sites (pouet, scene.org, ojuice, flipcode), and I also read the comp.ibm.pc.demos newsgroup. Whenever I hang at IRC I'm at #coders. I don't comment on stuff too much, but you may catch me saying something every now and then.

sumo lounge: I also check out pouet and ojuice quite often but the scene as a community never really gave me any kicks.

gstep: Surfing the web, yes. Chatting at channels that relate to demoscene, haven't even crossed my mind. Anyway in general I don't IRC that much. We all are very open and warm people. I guess our "publicity" is based on real human interaction. Face - to - face as one could say. I see Moppi as a quite modest group. We don't do much promoting or hype, we just make demos.

### What are your favorite demos?

memon: There's a lot of them. First demo I liked a lot was the Odyssey demo and State of the Art on Amiga. Those was the last good demos I saw on that platform (I switched on PC). I kind of missed the golden era and my favorites tend to be among the latest demos. 73million seconds by Pulse, Square by Pulse, Moral hard candy by blasphemy, <any 64kb> from farbrausch (technically, I dislike their style), heaven seven by exceed, backslide 7 (lots of sevens here...), sfumato by ephidrena, medium by einklang.net, some of the satori stuff, energia by sunflower, Antimoney by 3- state, some of the frogwize stuff, H- Plus by Halcyon.

sumo lounge: "hellcore vs. omnicolour - backslide 7" is one of the coolest 64kb intros I've ever seen. "Stars" by Noon, "Tribes" by Pulse and "Plastik" by Purple, Antimoney by 3- state, Energia by Sunflower are also some of my favorites, oh and of course "Metropol" by Neonray & Throb ;)

bastardina: I watch demos from a designer's perspective. I'm not so aware of the technical side, which might be good for this group to have someone who'll cut the talk about technical work- out on the brainstorming sessions. :) So my favourites are the ones that gives me a little eye candy or food for a thought! I like most of the Moppi's demos (of course!) and I must say that on Asm02 "Metropol" was the only demo that really gave me something! :) I also think that story- telling demos should have some kind of sense of cinematography...! That's why I'm gonna redo the screenplay to the Halla final.

gstep: Blasphemy - Moral hard candy, hellcore vs. omnicolour - backslide 7 (intro), Wonder - Sunflower, Godog - Komplex (Java), Pulse - 73million seconds, Hannu ja Kerttu 2000 ;)

What's your favorite demo amongst all of productions you took part in?

sumo lounge: FFWD is still my favorite. Can't help it.

memon: I gotta agree with Sumo here. The making of FFWD was so smooth. We had prepared some stuff earlier, but basically we just went to the party place and had some fun making a demo. It's never been easier and more fun :) And I bet it shows.

gstep: Gerbera. Demopaja was familiar to everyone, nice summer days, good atmosphere and lot of ambition.



### What are your favorite web sites?

memon: [www.pingstate.nu](http://www.pingstate.nu), [www.flipcode.com](http://www.flipcode.com), [www.opengl.org](http://www.opengl.org), [www.slashdot.org](http://www.slashdot.org), [www.codeproject.com](http://www.codeproject.com), [www.gamasutra.com](http://www.gamasutra.com)

sumo lounge: [pingstate.nu](http://pingstate.nu), [newstoday.com](http://newstoday.com), [slashdot.org](http://slashdot.org), [wired.com](http://wired.com) and [kaliber10000.net](http://kaliber10000.net)

bastardina: My own site of course. :) <http://pingstate.nu/riikka>

gstep: It seems this is the spot for self promotion :) [www.pingstate.nu](http://www.pingstate.nu) (our design community project), the page I can see my e- mail, [www.k10k.net](http://www.k10k.net)

MOPPI IS HI-Q DESIGNISH DEMOGROUP FROM LAHTI, FINLAND. THEY CREATE POWER STYLISH DEMOS AND ALSO CREATE DIFFERENT CUTE GRAPHICS. THEY ARE MASTERS OF DIGITAL ART AND ESPECIALLY OF DEMOSCENE



## What things serve as a source of inspiration for you usually?

sumo lounge: All kinds of things really. I follow the media quite a lot and get lots of influence from it. Movies, books, the web, tv, magazines, music, gigs, everything.

memon: I usually get the inspiration from just some special thing that happens (usually it's something that is visually pleasing like movies, books, magazines, etc). It's either that I want to tell that "story" to other people or the idea gets more and more mature over time and the final outcome is something totally different than the original idea. And actually the process between the first idea and the final thing is the most interesting part of making anything visual (demos, pictures, etc).

For example, I got the idea for one of our upcoming project just watching the roof with my girlfriend.

bastardina: I got ideas mostly from all visual elements, whatever they are. Collages and pictures are my number one, also animations, films, magazines, some sites from the web, seeing other people's productions at school or via snail mail (I swap collage art), music, letters, emails and communication all around the world, summertime, little funny feelings as well as those huge ones, watching other people and analyzing their behavior, and of course frogs. Frogs are fucking great!

gstep: Sometimes when I close my eyes some interesting looking shape or color scheme flashes before my eyes.

Mostly my inspiration comes from the things that surround me: people, television, web, nature.

## Sumo Lounge is composing very nice and quality music. Does he release something commercially,

sumo lounge: It's a never-ending project for me to release an album full of my tunes. Maybe this year or the next.. ;)

bastardina: I really hope you do it finally, me brotha! Respect!

## What are your future plans (demoscene and real life-wise)?

**memon:** I'm going to continue my work on Demopaja, and we will make demos in the future too. I hope we can manage to make many different kinds of demos and not end up repeating ourselves as Haujobb has done. I know that our demos may not be the state of the art technically, but I hope we can still continue to explore the different ways to make demos. Let it be a story telling real time animation or plain effect show. My motto is that it must feel and look good, and it must be fun to make. Halla was such a big effort at least for me that I think our next thing will be something lighter. We'll see. In real-life I still have two years to go at school, and I hope I can find a job as an illustrator or graphic designer. Also game design interests me and I'm working on one game just for fun. Otherwise I don't have too much future plans.

**bastardina:** This question makes me freeze. I should graduate on dec 2002 from the multimedia department and start working full time for the first time in my life. What and where - that I don't know yet. But my aims and dreams are that I could be part of the project management groups, design contents and

## When had the idea of DemoPaja appeared? You can tell us a history of DemoPaja :)

memon: It was 1998 in a minibus back from The Party in the middle of dark cold Sweden. I talked to my friend Samuli and we had a long and interesting conversation how the demoscene lacked a similar thing Buzz is (IIIRC Buzz was just released back then). So it gave me idea to make a demo composing tool. The first Demopaja had similar interface as Buzz has. You connected effects to each other and the system then rendered the tree of effects. The system was very cool but impossible to use anyone else but me.

When starting the project from scratch again I decided to make the interface similar as Flash or AfterEffects has, since the idea of Demopaja was originally to let the other people do the final demo composing. Before that we had done it so that when all the data was done, I started coding all the parts together. It was painful job. When I had done the first rough version of Demopaja I showed it to my friends and they immediately liked the new familiar interface.

Now I have worked about three years on Demopaja and I

## Do you smoke? :)

memon: nope.

sumo lounge: none of us does.

night\_: interview was taken in August 2002, so some information may be outdated ;)

MOPPI IS HI-Q DESIGNISH DEMO GROUP FROM LAHTI, FINLAND. THEY CREATE POWER STYLISH DEMOS AND ALSO CREATE DIFFERENT CUTE GRAPHICS. THEY ARE MASTERS OF DIGITAL ART AND ESPECIALLY OF DEMOSCENE







SMOKE



smoke<sup>↑</sup>

1

2



4

5



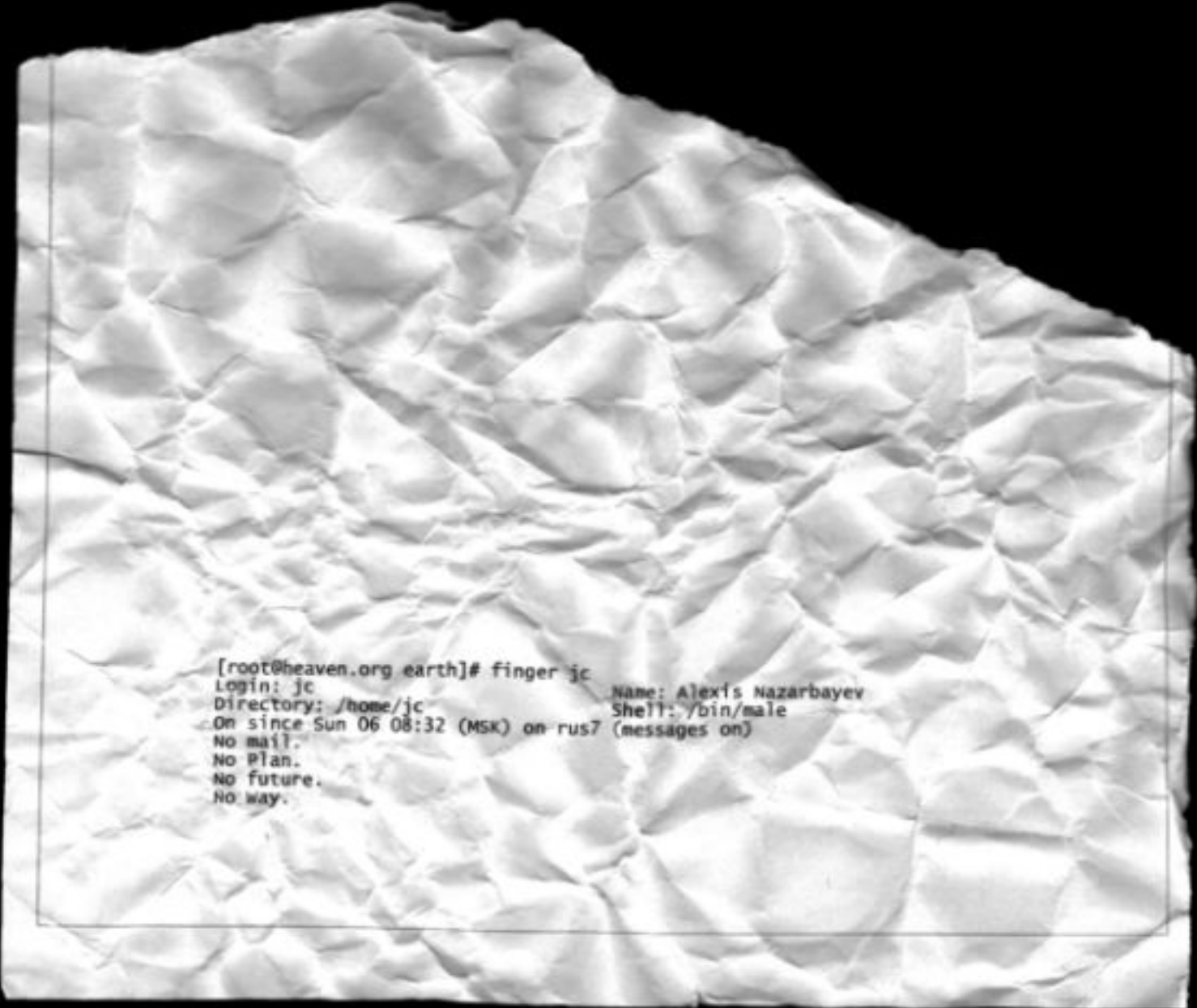
smoke<sup>→</sup>





## ЛОСКУТКИ

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ФІГУРЕ. 100% ОРІГІНАЛ  
МАЗАФАКА



```
[root@heaven.org earth]# finger jc
Login: jc
Directory: /home/jc
On since Sun 06 08:32 (MSK) on rus7
No mail.
No Plan.
No future.
No way.
```

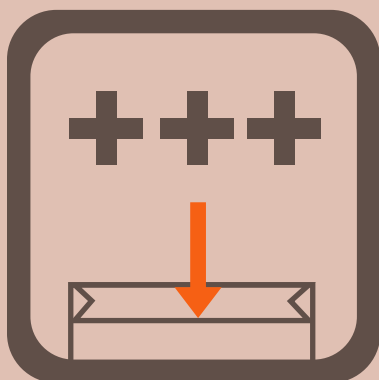
```
Name: Alexis Nazarbayev
Shell: /bin/male
(messages on)
```

AFTER USE FOLD HERE

# DESIGN VOMIT BAG

GENERAL PURPOSE • MOIST-RESISTANT

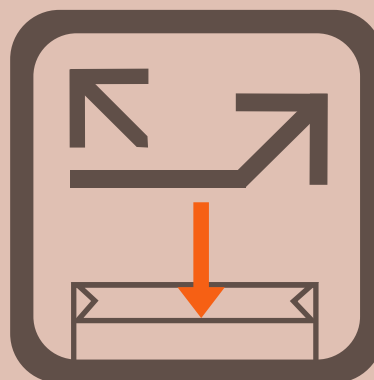
## USE IN CASE OF:



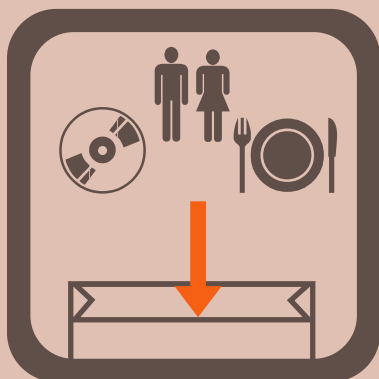
Plus signs sickness



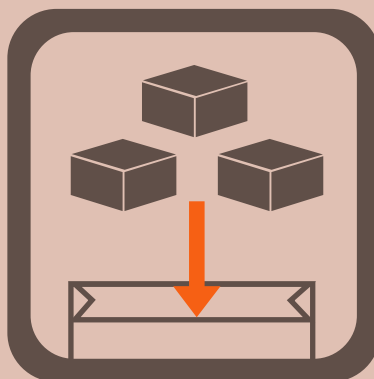
Crammed Helvetica nausea



45-degree arrows vomit



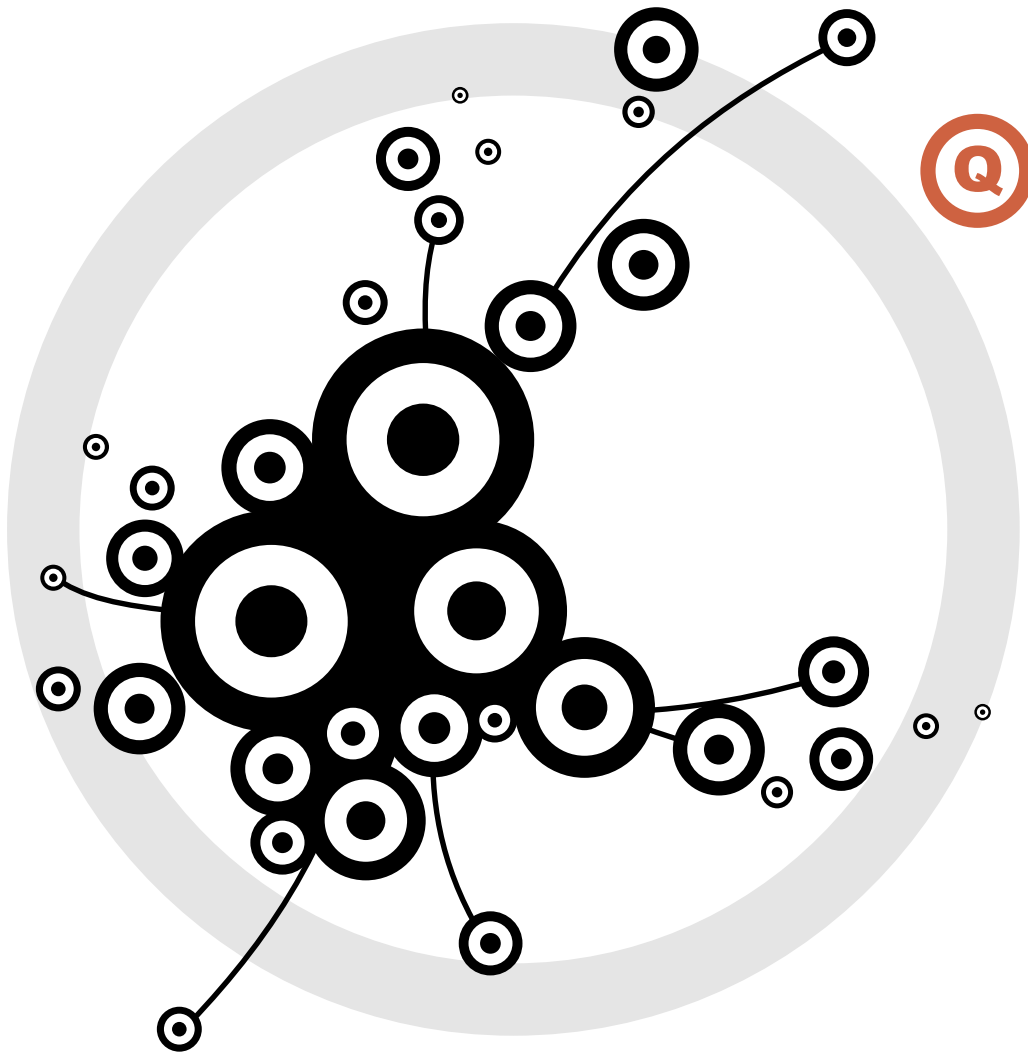
Pointless icons overdose



Flatshaded 3D sickness

**SMOKE**  
AIRLINES





# SMOKE#1

WAS SUPPORTED BY Y<sup>OG</sup>GRANNY  
THIS IS FIRST&FINAL SMOKE

[WWW.yomoma.RU](http://WWW.yomoma.RU)





**SMOKE # 01.** DESIGNISH. PRAKTISCH. GOOD.

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