



The Demo Scene
It doesn't have to be off-line to be great

- What the "scene" is
- Why the "scene" is important
- How the "scene" should be recognized

The Demo Scene
What the scene is

- Real-time graphics as art
- Unbelievably great
- In some cases (64k demos) it must be seen to be believed

The Demo Scene
Real-time graphics as art

- Graphics combined with music, cinematography, story telling
- Production values are amazingly high
- Distinct from off-line rendering
- Real-time capabilities are rapidly approaching what off-line rendering can produce

The Demo Scene
Unbelievably great

- Demos took software rasterization to new heights
- Demos using hardware showcased skilled use of hardware rendering techniques
- Interestingly enough, software demos retain value and an "old-skool" cool factor

The Demo Scene **Must be seen to be believed**

- 4k “Intros” and 64k demos are an almost unheard of usage of
 - Compiler/linker tools
 - Minimalist coding techniques
 - Procedural data generation techniques
 - Both geometry and texture

The Demo Scene **Why the “scene” is important**

- Art and esthetic are not lost
- A measure of the “health” of the graphics industry

The Demo Scene **Art and esthetic are not lost**

- While technology is important, any demo without a significant esthetic element isn't deemed “important” within the scene itself.
- Consider this, what you see when you see a demo is:
 - something made by authors who are unpaid for this work.
 - who do it for the peer recognition and the sheer thrill of it.
 - A creation that may be one of the purest expressions of the original use of the term “hack”.

The Demo Scene **Measuring graphics industry’s “health”**

- Measuring the “health” of any industry is tricky
 - “Economic” factors alone aren't enough
- “Artistic” factors dominated by Hollywood
 - Games are just starting to get recognized at SIGGRAPH CAF
 - Final Fantasy and recent SIGGRAPH recognition is a good example

The Demo Scene **Measuring graphics industry’s “health”**

- A good analogy exists between
 - A platform and its associated shareware
 - The graphics industry and the demo scene warez
- The amount of shareware available for a particular platform is a good indication of its “health”
 - Windows and shareware
- In a similar way, the richness and depth of the demo scene is a good indication of the “health” of 3D graphics
 - Although the technical level and esthetic of demos far exceeds the average shareware

The Demo Scene **How the “scene” should be recognized?**

- A category that is currently not recognized by SIGGRAPH
- A category that should be explicitly recognized by SIGGRAPH

The Demo Scene **Recognized?**

- A category that is currently not recognized by SIGGRAPH
 - As I said in the previous slide, games are just starting to be recognized
 - Leaders in the graphics industry are starting to recognize some of these “non-traditional” forms of 3D graphics as art
 - nVidia and the machinima initiative
 - <http://www.machinima.org>

The Demo Scene **Recognized?**

- A category that should be explicitly recognized by SIGGRAPH
 - Which is part of the charter of the D.O.G
 - This will be the second year the D.O.G. has dialoged the SIGGRAPH community with the goal of getting real-time 3D recognized
 - That’s why we are here, and why you are listening

The Demo Scene **More...**

- Make your voice heard
- Talk to CAF folk
- Attend the “be a part of SIGGRAPH” meeting