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School of Computer Science

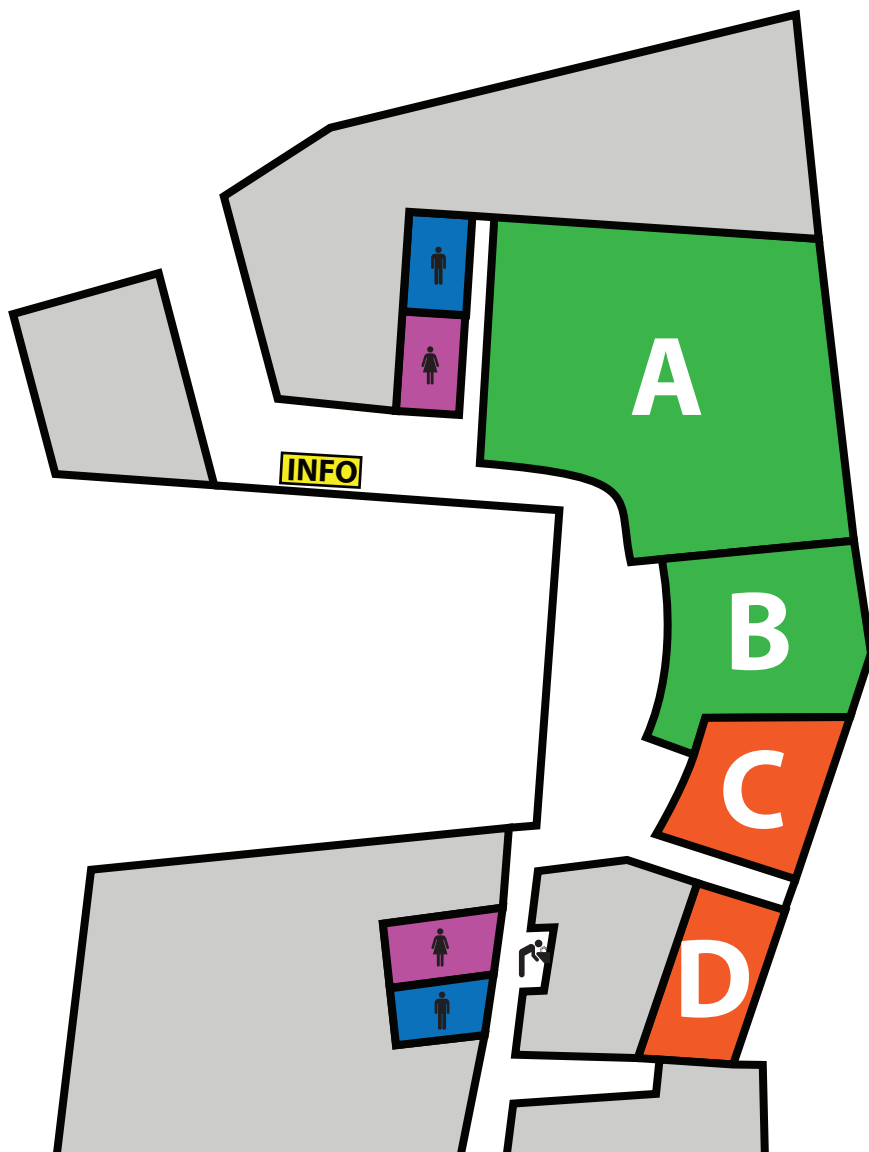
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FESTIVAL



DEMOSPLASH 2013

largest live retro demo showing in known universe

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Keynote: The DRM of Pacman

Copy protections are everywhere. On music, movies, games, pretty much everything that is digital. But where did it start? Not on your C64 in 1982 or any other home computer from that era but many of the R&D that we still see today found its origin in the Arcades of the early 80s. This seminar covers the copy protection scheme's of way back then and how they influence the world today... From angry letters over encryption to planned system suicide. Presented by Peter "FRaNKy" Smets.

Amateur Radio Licensing Exam

Amateur radio has been around for decades, and refuses to go away. If you're interested in becoming a part of this communication medium, Carnegie Tech Radio Club will be offering a license exam for anyone interested, Demosplash attendee or not. There will be a \$15 fee for this event.

Open Demo Hacking Session

Bring your own ideas and works-in-progress to tinker with! We will talk briefly about demohacking, and then provide a space for you to hack on submissions for our demo contest. Members of the club will be on hand to answer questions, and in addition, both Internet access and power will be provided.

openFrameworks Workshop

openFrameworks is an excellent tool for early demo programming and mocking up ideas. It is implemented as C++ libraries, and so most likely runs on your computer. openFrameworks is free software released under the MIT License. We will be giving an introduction to this tool and then going through a simple project.

Saturday, October 5th Schedule

	Auditorium A	Auditorium B	Event C	Event D
12:00	Wild Demos		Open Demo Hacking Session	
12:30				
1:00	Lunch			
1:30	Retro Demos	openFrameworks Workshop		Open Retro Gaming
2:00				
2:30				
3:00	Competition Entries Screening			
3:30				
4:00	Keynote: The DRM of Pacman			
4:30				
5:00	Size-Constrained Demos	Amateur Radio Licensing Exam		
5:30				
6:00	Dinner			
6:30	Size-Constrained Demos			
7:00	Competition Awards			
7:30	Closing Ceremony			

Demoplash 2013 was made possible with generous support from our sponsors:

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Friday, October 4th Schedule

	Auditorium A	Auditorium B	Event C	Event D
6:00	Modern Demos			
6:30	Opening Ceremony			
7:00	Retro Demos		Continuous Rave Demos	
7:30		Processing Workshop		
8:00				Open Retro Gaming
8:30	Sceners' Panel			
9:00	Modern Demos	Voice of Lisa		
9:30				
10:00	Film Screening Moleman 2: The Demoscene			
10:30				
11:00				
11:30				

Sceners' Panel

Got a question for people involved in the demoscene? Wondering what it's like to run an event like Demosplash? Or maybe you're just curious about what the interaction between people who watch demos, people who make demos, and people who show demos? Our Sceners' Panel will talk briefly and answer your questions.

Voice of Lisa

Not all demohacking is software and systems coding; there can be a hardware hacking component as well, especially when working with retro platforms. For our most recent demo, cmucc wrote the second demo for the Apple Lisa: Introducing the iLisa, which won first place in Assembly 2012's wild division. In the process, we put together a custom sound card for the Lisa, and a driver for it. Members of the club will talk about the design process for the card, the driver, and the demo.

Processing Workshop

If C++ isn't your thing, another great choice for starting to program demos is Processing. Processing gained substantial popularity due to its use with the Arduino platform. Built on Java, it can run on everything that supports the jvm, and comes with its own IDE. Processing is free software released under the GPL and LGPL licenses. We will give an introduction to this tool with a simple project.

Film Screening of Moleman 2: The Demoscene

In the 1980's, something changed the world forever. Computer technology, mostly due to the appearance of affordable Commodore 64's, entered households worldwide, providing the opportunity for everyone to create digital art. Moleman shows you now a digital subculture, where artists don't use always the latest technology, but their aim is also to bring out the best from 30 year-old computer technics.