



mozilla LaBS
demoparty
2011

About

This is a collection of (slightly modified) blog posts and material about the Mozilla Labs DemoParty 2011 project. Sorry - No hyperlinks, animated GIFs and video embeds in books! ;)

DemoParty is an initiative to foster artful exploration of open web technologies. It consists of an online demo competition and a series of hacking events.

All thanks go to Pascal Finette, who supervised this project and came-up with the initial idea.

Tobias Leingruber, 2011



Mozilla Labs DemoParty

Sneak Peek



NYCRESISTOR

Mozilla Labs
DemoParty

DemoParty at NYC Resistor Hacker Space

<http://mozillalabs.com/blog/2011/03/demoparty-sneak-preview-in-nyc/>

<http://mozillalabs.com/blog/2011/03/line-up-for-tonights-sneak-peak-mozilla-labs-demoparty/>
Mar24'11

What Is It

Mozilla Labs DemoParty 2011 is an upcoming online competition to foster artful development and exploration of open web technologies, taking inspiration from the classic DemoScene, accompanied by “real-life” events.

A Sneak Peak

Next Wednesday, our very own Tobias Leingruber (@tbx) from F.A.T. will preview this project at the NYC Resistor Hackerspace. He will be joined by other special guests, to be announced!

Event Details

In NYC? – Join us for Pizza + Beer as we dive into internet art, the DemoScene culture and Open Web Technology.

Planning to come? Please sign up via Facebook (or email – so we can buy enough drinks)

Date: 30 March 2011 (Wednesday)

Time: 19:00 till late

Venue: NYC Resistor Hackerspace

Address: 87 3rd Avenue, 4th Floor, Brooklyn, NY 11217 (Google Map)

Line-up:

- Marius Watz (processing.js, generatorx.no) is artist working with visual abstraction through generative software processes. Big Fan!
- Won Chun from the Google Body project – New version OUT today! Vernissage! :D
- Ben Moskowitz from the popcorn.js project, the “HTML5 Video Framework” – Hyper VIDEO 4 realz!!!
- Brian Chirls from the popcorn.js community and Chroma GL
- and.... myself, Tobias Leingruber as your host :)

Word on the street is also that the fabulous Al MacDonald aka @F1LT3R, part of the Mozilla Audio API group will stop by. E.g. this amazing music video is THEIR FAULT (All made with open web technologies):

A Teaser

And to wet your appetite for the upcoming competition – here’s a beautiful taster example demo, all made in HTML, Javascript and CSS, 3D rendered in your browser.

For other Open Web Technology demos visit Web O’(pen) Wonder & the MDN Demo Studio.

Mozilla Labs DemoParty 2011

Wikipedia (de)

Mozilla Labs DemoParty 2011

laughingsquid.com/mozilla-labs-demoparty-2011/

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Mozilla Labs DemoParty 2011

BY SCOTT BEALE ON MARCH 30, 2011



Mozilla Labs DemoParty 2011 is an "upcoming online competition to foster artful development and exploration of Open Web technologies, taking inspiration from the classic DemoScene, accompanied by 'real-life' events." On March 30th Tobias Leingruber from F.A.T. will be giving a sneak preview of DemoParty at NYC Resistor in Brooklyn.



Check out the [Laughing Squid Link blog](#) for the full range of interesting things that we post.

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DemoParty Sneak Preview in NYC

<http://mozillalabs.com/blog/2011/04/demoparty-sneak-preview-last-week-in-nyc/>

Apr3'11

Sneak Peak!

Last wednesday we did a sneak preview of the Mozilla Labs DemoParty 2011 at the NYC Resistor hackerspace. Several artists and hackers demoed their web-based work to show-off the amazing possibilities for creatives using open web technologies.

A small team at Mozilla Labs is currently working on an online competition called DemoParty, fostering creativity and art on the open web platform, as a follow-up on the Game-on competition. Submissions will be open in 5 very specific categories. We are also working on several events, and are proud to announce that one will be in collaboration with the guys behind the famous Alternative Party in Helsinki!! More details soon.

Demo Art

As a great example, the Mozilla audio API team is doing much more than just showing-off technology – Their demos have a huge artistic component. This approach to demo making is not new, the “art of demoing” has evolved for many years in a sub culture called the “Demoscene” – Artists working with code, music and computer graphics within very specific boundaries, regularly competing with each other on “Demoparties”.

How cool would it be if more groups like e.g. FARBRAUSCH (video at the end of this post), a famous demoscene collective, would create demos directly on the web platform!? STAY TUNED. Contact us if you want to get involved!! tobias /at/ mozilla.com Follow: @mozlabs

Thank you!

Thank you Marius Watz, Won Chun, Ben Moskowitz, Brian Chirls and Jess Klein for showing us your work last week!! More pictures can be found here on tbx's flickr page and on the Laughing Squid blog

A special thank you to Scott Beale for posting sweet pictures and Bre Pettis + the entire NYC Resistor crew for being awesome hosts!

Photo: Kio Stark, Bre Pettis and Tobias Leingruber

This is a video capture of a FARBRAUCH demo for the windows platform)

Thanks everyone for coming! TBX

Tags: brooklyn, demoparty, demoscene, hackerspace, nyc, nyc resistor, open web technologies, preview, sneak peak, sneak preview



The Flame Party Helsinki

<https://demoparty.mozillalabs.com/parties/helsinki>

<http://mozillalabs.com/blog/2011/05/the-flame-party-helsinki/>

18th of June 2011 - Register [HERE](#)

What

Join us in Helsinki for a day of HOT Open Web (aka HTML5) demo hacking, outdoor BBQ, beers and Finnish saunas! - An artful exploration of the Open Web Platform, in the tradition of the Demo Scene. Attend hands-on HTML5 workshops during the day and collaborate with fellow hackers/artists till late night to take home the Flame Party Award!! Demo Art gone world WILD web!

Who

HTML5 and Open Web geeks, DemoSceners and Internet artists - THIS event is for you! The Flame Party is organized by the Alternative Party Crew, Mozilla Labs and DOT, the Digital Media Club of Aalto University, as part of DemoParty, an online competition and series of activities to foster artful development and exploration of Open Web technologies. We're proud to announce that ROVIO, the creator of "Angry Birds" will be our a sponsor!!

Details

18.06.2011, 11:00 - Open End; Finnland, Helsinki (Smökki - Espoo, [Google Maps link](#)) Ticket: 7€ (including 4 free drinks, sauna access and your participation at the evening's competition) Ticket + sleeping spot 25€ (Saturday night + Friday night if you arrive early, limited to 20 people ATM) Register now through [Fläbät.fi](#), book your flights early and make sure to follow [twitter.com/mozlabs](#) and [facebook.com/mozlabs](#) for updates. More: Sign up for the Event on Facebook and Lanyard Contact the organizers: @tbx, @cyberdees, @setok and via email tobias.lattl@mozilla.com Hashtags #demoparty @mozlabs

Evening's Competition Details

Open Web technologies only, no plug-ins, no extras. Testing platform: Firefox 4 (If it runs cross-browser you get extra candy) Prepare yourself for 3 disciplines:

- Single effect compo
- Full Demo compo
- Flame Wars (special): A one-on-one battle to the death... of your opponent's dignity! Polite, well-mannered, witty taunting and mockery ('vittuilu' as they say in Finnish) is the name of the game. Disarm your opponent with words alone.

[Click here & get your ticket NOW!](#)

Invitation demo link: [The Flame Party Invitation by #audio](#)

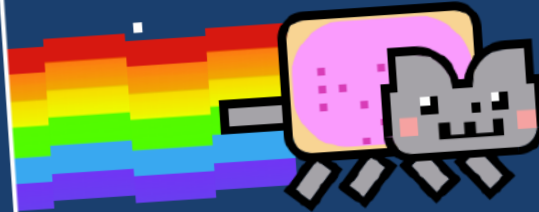
Invitation demo screen capture:

Online Flyer:

Tags: alternative party, angry birds, bbq, demo, demoparty, demos, event, finland, flame party, helsinki, html5, rovio, sauna, summer, the flame party, workshop

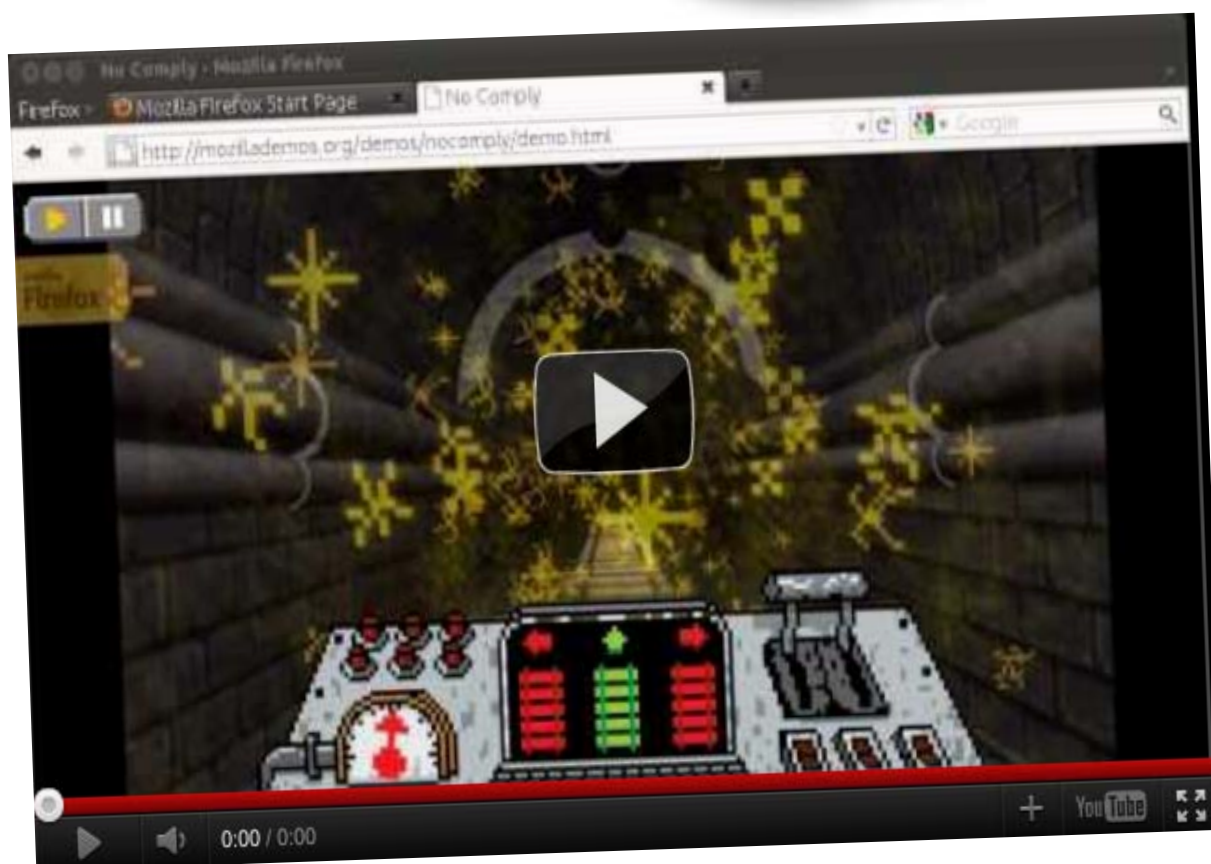


CSS NYAN CAT was created by Michal Budzynski for Mozilla Demo Party in Helsinki. If you like it, press "I Like it" button on Mozilla's page.



It contains 81 DOM elements, 688 lines of pure CSS and one JavaScript function looping audio. My CSS fails CSSLint test and I'm really proud of this. Fork me on GitHub and see you on onGameStart, first HTML5 game conference ever! Don't forget to follow me on twitter and on my blog.





DemoParty in Your Town?

<http://mozillalabs.com/blog/2011/05/demoparty-in-your-town/>

May13'11

DemoParty

DemoParty is our new initiative to foster artful exploration of web technologies. Starting June 1st you will be able to submit your demos to our online competition and win unique prizes, along the contest there will be several events, e.g. the recently announced Flame Party in Helsinki.

Do you want to get involved?

Along the project (now till end of July) we are preparing severall community events – If you like to get involved and you think you can rally-up some good folks (HTML5 coders, Artists, DemoSceners) in your town – Contact us now and become part of DemoParty 2011!

This is how it works:

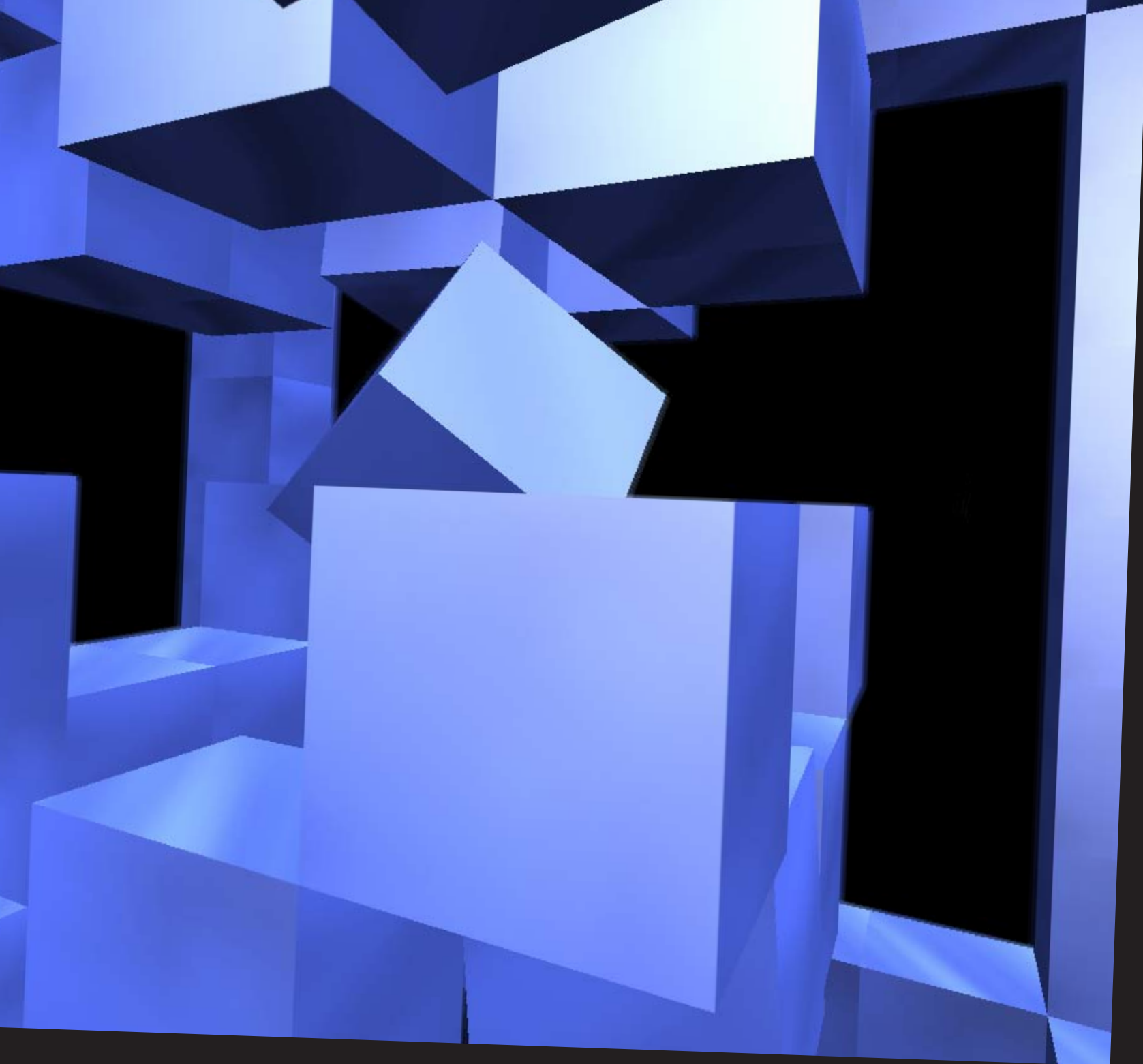
- Contact us (@tbx, @cyberdees, via email: tobias lattl mozilla.com or join us on IRC #demoparty)
- Find a venue and fix a date (btw. now and July 30th)
- You will recieve a DemoParty swag-bag (Stickers, Discs, T-shirts...)
- We will create a logo for you, help you organize the event, get special guests and promote everything through our channels
- Step 3 – Profit ;)

Also, if you want to go bigger than that -> Talk to us!

Demo Art

Here's another crazy example of demo art – A 3D music video, all made purely using open web technologies by the Mozilla audio API crew: (Note: This is a Screencast, actual demo here)

Tags: art, community, demo, demoparty, demoscene, event, events, html5, local champion, local champions, open web



Invitation Demo Flame Party Helsinki

<http://mozillalabs.com/blog/2011/05/invitation-demo-flame-party-helsinki/>

May23'11

Over the last couple of nights members of the Mozilla Audio API crew (@secretrobotron and @ccliffe) have enthusiastically put together our official Flame Party Helsinki invitation Demo. ENJOY, get yourself a ticket and scroll down to read our making-of interview!!

Interview with the Co-Creator

“What you’re really seeing is the progression from no WebGL community at all, to a thriving, yet still explorative one”

tbx: The work of the #audio crew was one of the inspirations for us to start the DemoParty project, an initiative to foster artful exploration of the open web platform, which also dives into the Demoscene culture. Have you guys been previously involved in this art scene, before you started creating browser based demos?

secretrobotron: While the demo scene has always intrigued me, I’ve never been a part of it until now, mostly because I haven’t had the same kind of access, experience, and coincidence as I’ve had recently in my time with #audio. However, like any worthy scener, I spent more time watching cracker demos on my C64 than really playing the games. So, I have a natural respect for the kind of talent it takes to pull off almost any effect.

tbx: What makes the web platform so interesting for demo artists? What are the advantages compared to let’s say creating an animation on the Adobe Flash or Microsoft Windows platforms?

secretrobotron: Quite honestly, the best part about this whole environment is how open it is. By its very nature, it’s meant to be open-source and hacker-friendly. If I see some effect that Mr. Doob has pulled off, the only thing stopping me from opening up his code and seeing what he did is my own terrible lack of free time. You don’t have that kind of experience with Flash. I’d say, the only things I miss are those little “compiling” coffee breaks, but, really, I’m okay without them.

“I don’t know that I’d classify our aesthetic as “90’s” [...] I’d probably say “immature”, and not at all from a negative perspective.”

tbx: Looking at the aesthetics of your demos, some might say that this 3D stuff looks “totally 90s”. Why is that?

secretrobotron: I don’t know that I’d classify our aesthetic as “90’s”, but that’s my bias talking. Instead, I’d probably say “immature”, and not at all from a negative perspective. We’re still at the beginning of the WebGL movement, and our tools see new improvements almost weekly.

There aren’t too many performance impediments from JavaScript anymore thanks to recent browser optimizations, and there aren’t strict poly or shader limitations that prevent us from pulling off the effects we design. What you’re really seeing is the progression from no WebGL community at all, to a thriving, yet still explorative one. Like work on any new platform, there is a period of learning that needs to occur. If anything, I think it’s happening far faster on this platform because of its intrinsic openness and hackability.

“We tend to use our own technology [...] because the things we want to do haven’t really been accomplished yet”

tbx: What are the technologies/frameworks you’ve used, and what is it that makes the Firefox audio API so interesting?

secretrobotron: We tend to use our own technology, like CubicVR.js and dsp.js, only because the things we want to do haven’t really been accomplished yet, as far as we can tell. There is the odd exception though: for our most recent demo, we used Popcorn.js and jsmodplayer because they’re the useful result of two interesting JavaScript communities.

I was introduced to the Firefox Audio API by the folks that put together the W3C Audio Incubator Group. #audio had already gone through a lot of the work to push the standard and implementation forward by the time I joined. It was easy to get involved since these guys were so passionate about it already. From an external perspective though, the Firefox Audio API is interesting because it’s simple, yet powerful.

“It’s our job to continue to push the envelope and give browser engineers stuff to do”

tbx: So are we going to see a second second life now or what do you think is going to happen in the next couple of years? What is fundamentally changing? Is the browser finally becoming a full operating system?

secretrobotron: I really do hope to see more action in making browsers the focus for ingenuity and innovation. WebGL is already expanding with Nokia’s contributions to WebCL, and I’m very excited to get our hands dirty with that. I would imagine that WebGL is only one of the first steps in the realization that browsers enable not only connectivity, but a supplementarily media-rich experience, using serious technology. It’s our job to continue to push the envelope and give browser engineers stuff to do.

tbx: Thank you so much guys for putting this demo together, we’re super excited about your involvement in the DemoParty project. Let’s definitely put together a web DemoParty in Toronto [where severall members of the #audio crew are based] !!

secretrobotron: Can’t wait to see what the rest of the world has to offer to this community. See you all soon.



London WebGL Meetup Yesterday

<http://mozillalabs.com/blog/2011/05/london-webgl-meetup-yesterday/>
May25'11

Last night Giles Thomas from learningwebgl.com has put together the first WebGL meetup in London.

At last night's WebGL meetup we presented our new project DemoParty including C64 cracker intros and WebGL art pieces from the Mozilla universe. When asked for "How many of you know what the Demoscene is?" 90% raised their hands. Record!

Among several other presenters, Ilmari showed his Jurassic Park style 3D filesystem, Jerome Etienne his 3D WebGL Pacman, and Paul Brunt his WebGL framework GLGE. Also, Cedric Pinson showed some great work including the Firefox particles demo.

A highlight was demo-rockstar Mr. Doob (picture above) presenting us a making-of of the recent Rome Demo, a big movie-like interactive production where he was the technical lead.

Well-done event! Maybe we'll see you at the next WebGL meetup? Word on the street is it's happening in 2 months...

Pictures by @cyberdees and @tbx – Click to see the full London WebGL Gallery on Flickr

Tags: 3d, art, demoparty, demos, google, learningwebgl.com, london, meetup, webgl



Oslo, Norway
July 15th-17th

Solskogen
2011

Oslo

labs.com/demoparty/oslo
p://www.solskogen.no/

Get your ticket n

DemoParty Coming to Oslo

<http://mozillalabs.com/blog/2011/05/demoparty-coming-to-oslo/>

<https://demoparty.mozillalabs.com/parties/oslo>

May27'11

Coming to Oslo July 15th – July 17th

We're excited to announce that Mozilla Labs Demoparty is partner of the Solskogen.no demoparty in Oslo, Norway on July 15th – July 17th 2011.

Join us for 2 days of web (aka HTML5) demo hacking, soccer, camping, Amigas, outdoor BBQ, beers and Scandinavian hospitality!

Like at "The Flame Party" in Helsinki, Solskogen 2011 will also challenge you to participate in a "Single Effect Compo". Full compos can be submitted to the combined demo category also.

Also check out this beautiful example of an interactive single effect demo by the artist Mr. Doob:

<http://mrdoob.com/131/Clouds>

What

Mozilla Labs Demoparty is partnering with Solskogen 2011! Join us in Oslo for 2 days of web (aka HTML5) demo hacking, soccer, camping, Amigas, outdoor BBQ, beers and Scandinavian hospitality! An artful exploration of open web technologies, in the tradition of the Demo Scene.

Who

HTML5 and Open Web geeks, DemoSceners and Internet Artists - THIS event is for you! Solskogen is organized by the Solskogen crew and Mozilla Labs as part of DemoParty, an online competition and series of activities to foster artful development and exploration of web technologies.

Details

15.07.2011 (Friday), 14:00 (Party begins)

17.07.2011 (Sunday), 14:00 (Party ends)

Ticket: 30€ (inkluding big free BBQ on Saturday!)

Location: Norway; Kroer vel, Kroer; 1430 Ås (Kroer Samfunnshus) [Google Maps Link](#) Register now through Solskogen.no, book your flights early and make sure to follow twitter.com/mozlabs and facebook.com/mozlabs for updates.

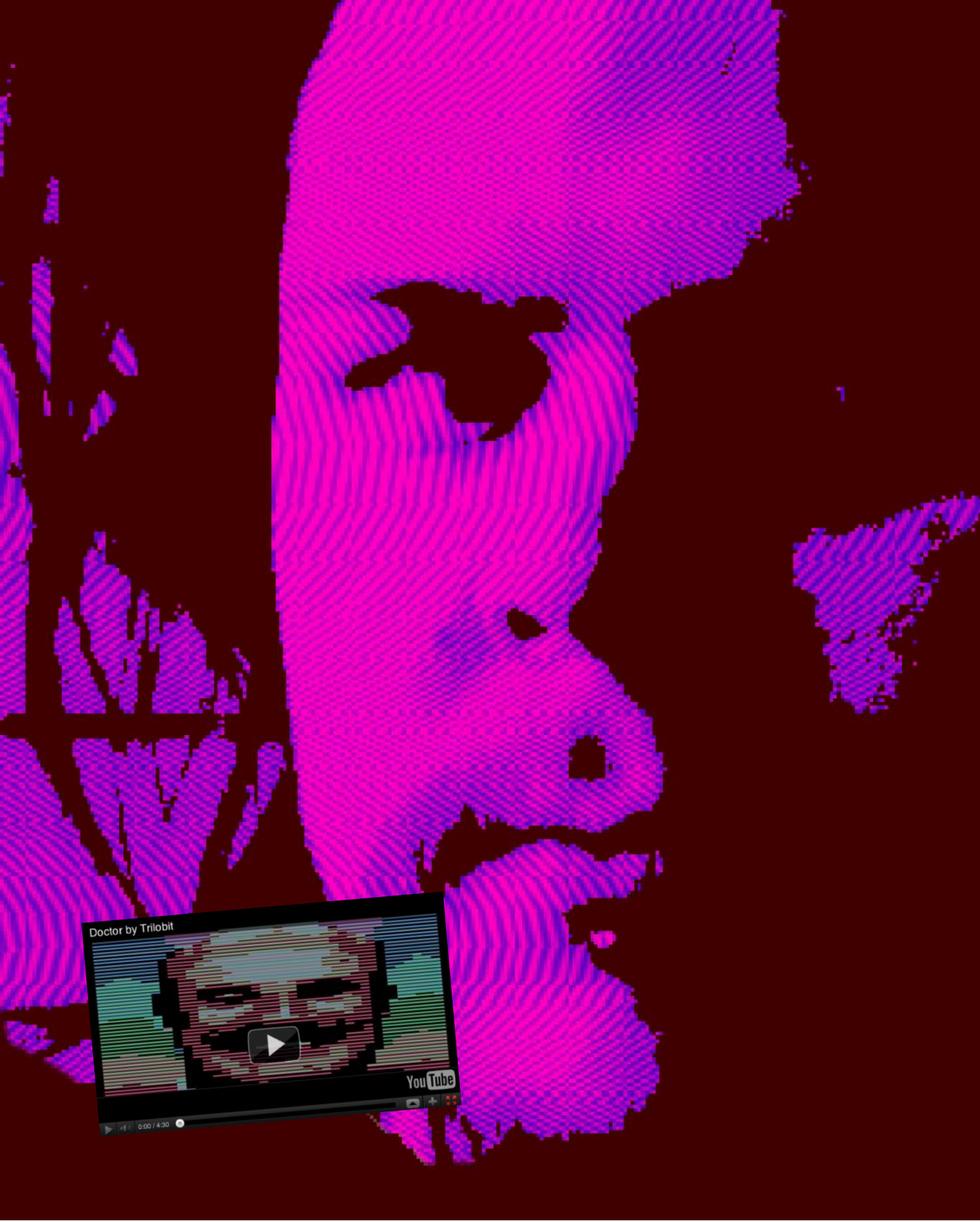
Contact the organizers: [@gloom303](https://twitter.com/gloom303), [@tbx](https://twitter.com/tbx), [@cyberdees](https://twitter.com/cyberdees), [@solskogenparty](https://twitter.com/solskogenparty) or via email [tobias \(at\) mozilla.com](mailto:tobias@mozilla.com) or [solskogen.demoparty \(at\) gmail.com](mailto:solskogen.demoparty@gmail.com)

Hashtags [#demoparty](#) [#solskogen](#)

Evening's Web Competition Details

Open Web technologies only, no plug-ins, no extras. Testing platform: Firefox (If it runs cross-browser you get extra candy) Prepare yourself for 2 disciplines:

- Single effect compo (one screen, one effect, max 60 seconds - blow us away!)
- Full Demo compo (as part of the regular demo compo, only using web technologies!)



Interview with Finnish Artist Visy

<http://mozillalabs.com/blog/2011/05/interview-with-finnish-demo-artist-visy/>
May30'11

On a recent trip to Finland, Helsinki I had a chance to meet the demo artist Visa-Valtteri Pimiä aka Visy. He is part of the “Alternative Party” crew and co-arranging “The Flame Party” in Helsinki with us. Visy has co-released impressive demos on a variety of platforms and most recently on the web. I asked him some questions.

“Growing up with technology and finding the need to express myself made me choose digital media as the platform to do it”

TBX: Visy, where does your immense passion for creating demos come from and how did you get sucked into this art scene?

Visy: I've been fascinated with computers as long as I can remember. They have always been a part of my life. Growing up with technology and finding the need to express myself made me choose digital media as the platform to do it; my first steps with computers were always creative in nature, be it creating BASIC program, pictures with paint programs or tracker songs.

I found the demoscene through the files uploaded on Finnish BBS file sections, seeing various productions by PWP and other Finnish demo groups, and I instantly knew that this was something I wanted to do as well. In reality, it took some years of trial and error and learning from my mistakes to actually find my own way of doing creative things on the computer. The first thing I was proud of was a demo on the Nintendo NES, and I've never looked back since.

“You don't have to be a part of any scene to be an artist”

TBX: What defines the demoscene for you? There are many traditions, but sometimes traditions need to be broken. Like making a demo interactive or moving onto a different platform. Is there something like a quintessence of the scene?

Visy: The “scene” is a very loose knit collection of people. I've just considered it as the scene of people that like the aesthetics of demos, nothing more (in addition of the old cliques of demo creators that had to organize parties to see each other face to face!). What I mean by that is that you don't have to be a part of any scene to be an artist.

I don't think there's any restrictive qualities in what can be a “real” demo and what can't. I've always defined it as being “mostly realtime”. Demos are the art of realtime calculation, for sure, and anybody can make them, be they part of the “scene” or not. It's not a contest. In any case, the boundary between a digital artist and a demo artist is very fine if not nonexistent.

“...eschewing traditions for the grueling process of finding something truly original creatively. I'm still searching for my own voice as an artist”

TBX: Most recently you've been experimenting on several WebGL effects and I think “MKULTRA by Bilotrip” is your first full demo for the web. Please tell us something about the demo and who is Bilotrip? (The demo on top of this page)

Visy: The demo is the second part of Bilotrip's “mind control” trilogy, a series of demos designed to evoke a feeling of something forbidden, strange and out of this world. The main source of inspiration for them are the legends of CIA mind control experiments and the stories of attempted human brain programming. I've tried to convey this feeling of helplessness through our work, culminating in the third part that's still to come.

Bilotrip itself is the “brand” of our demos that are more experimental and try to be something else than what already exists. It's the shadow brother of Trilobit, the clean cut and straight edge demogroup we organized as before. It's a sort of mirror of my personal development as an artist as well, eschewing traditions for the grueling process of finding something truly original creatively. I'm still searching for my own voice as an artist.

TBX: I have to disagree – As I see it you already very much found your voice! :) Are you considering releasing the “tool” you are working with as open source at some point, so others can build on your work, too?

Visy: It'll be on Github soon, but I think this is not the best source to learn from, as I very much compromised form for function this time, trying to get the end result done in time for the Stream 8 demoparty. But definitely I'm happy to share all and any code with people if they want. I consider my stuff always open source.

TBX: Which demo you've worked on in the past is your favorite and why? I want to show it to the readers.

Visy: My favorite is “Doctor” by Trilobit, a demo we did on the Atari 2600 console a few years ago. The reason it is my favorite is because it's one of our works where I really had a strong idea what the end result would be and we really executed it perfectly; it stands by itself, requiring no more explanation from ourselves. You can see it on Youtube:

TBX: I can't wait to see more web-based demos from you, thanks for the interview and see you at the Flame Party in Helsinki!

Visy: Thanks! I'll definitely work with WebGL in the future as well, seeing that it really helps with the multi platform aspect I've always driven for in our productions. See you at the Flame Party!



DemoParty Coming to Pune, India

<http://mozillalabs.com/blog/2011/06/demoparty-coming-to-pune-india/>

Jun6'11

Demoparty hits India / Pune

We're excited to announce that Mozilla India is arranging a DemoParty in India, Pune on June 25th. This is especially cool, because it's probably even the first DemoParty in India – Serious culture exchange *smile*

Join Mozilla India for a full day + night of open web (aka HTML5) demo hacking, food/drinks! An artful exploration of open web technologies, in the tradition of the Demo Scene.

Attend hands-on HTML5 workshops and collaborate with hackers and artists till late night or even the next day to take home the evenings Demo Party Award.

Click here for full Info on the India Pune Demoparty page or view the post on mozillaindia.org

Contact the organizers: @vineelreddy, @GalaxyK, @tbx, or via email: [pindivineelreddy \(att\) gmail.com](mailto:pindivineelreddy@gmail.com), [bubblyguy \(att\) gmail.com](mailto:bubblyguy@gmail.com) or [tobias \(att\) mozilla.com](mailto:tobias@mozilla.com)

Hashtags #demoparty #mozindia

Example Single Effect: WebGL Particles Demo by Cedric Pinson

Here's another pretty example of a "single effect" demo by Cedric Pinson

What

Join Mozilla India for a full day + night of open web (aka HTML5) demo hacking, food/drinks! An artful exploration of open web technologies, in the tradition of the Demo Scene. Attend hands-on HTML5 workshops and collaborate with hackers and artists till late night or even the next day to take home the evenings Demo Party Award.

Who

HTML5 and Open Web geeks, DemoSceners and Internet Artists The India Pune Demoparty is organized by Mozilla India and Mozilla Labs as part of DemoParty, an online competition and series of activities to foster artful development and exploration of web technologies.

Details

June 25th, Pune (India) Location: Symbiosis Institute of Computer Studies and Research (SICSR)

Contact the organizers: @vineelreddy, @GalaxyK, @tbx, or via email: [pindivineelreddy \(att\) gmail.com](mailto:pindivineelreddy@gmail.com), [bubblyguy \(att\) gmail.com](mailto:bubblyguy@gmail.com) or [tobias \(att\) mozilla.com](mailto:tobias@mozilla.com) Hashtags #demoparty #mozindia

Evening's Web Competition Details

Submit your demo and win a prize! Blow us away! Open Web technologies only, no plug-ins, no extras. Testing platform: Firefox (If it runs cross-browser you get extra candy)

Tags: art, canvas, css, demo, demoparty, demos, event, india, javascript, pune, webgl



DemoParty in Boston with @party

<http://mozillalabs.com/blog/2011/06/demoparty-in-boston-with-aparty/>

<https://demoparty.mozillalabs.com/parties/boston>

Jun8'11

June 17th – 19th Demoparty @party Boston

On June 17th “North America’s Only Live Freestanding Demoparty” is happening and we’re part of it! Bostons’ demoscene is meeting at the “@party” to hack and compete on platforms from Nintendo Gameboy over 8-bit music to two newly added categories: “Single Effect Web Demo” and “Full Web Demo”.

HTML5 / WebGL Workshop with F1LT3R

Alister MacDonald aka F1LT3R, member of the Mozilla #audio team, will host a hacking workshop to get Bostons’ demosceners excited about using web technologies in their art work.

This is going to be a hot weekend for demosceners, not only in Boston – The Flame Party Helsinki is happening at the same time!!!

NOW – Enjoy the invitation demo!! Sadly it’s made for MSFT Windows, not in HTML5. Next year?

What

Mozilla Labs Demoparty is partnering with @Party Boston 2011! Join us in the city Harvard in Massachusetts, 45min from Boston. There will be lots of compos to submit demos to, and this year they’ve added the web categories “Single effect” and “Full effect” - Participate in exploring web technologies and win some stuff from Mozilla!! Special guest will be our super-hacker Alistair MacDonald aka F1LT3R from Mozilla #audio - He’s hosting a HTML5 / WebGL workshop.

Who

@Party is organized by the @Party crew and produly supported by Mozilla Labs as part of DemoParty, an online competition and series of activities to foster artful development and exploration of web technologies.

Details

17.06.2011 - 19.06.2011; Ticket: \$55 [Get your ticket on Eventbrite]

More about the organizers: <http://atparty-demoscene.net/organizers.html> Hashtags #demoparty #at-party @mozlabs

Evening’s Web Competition Details

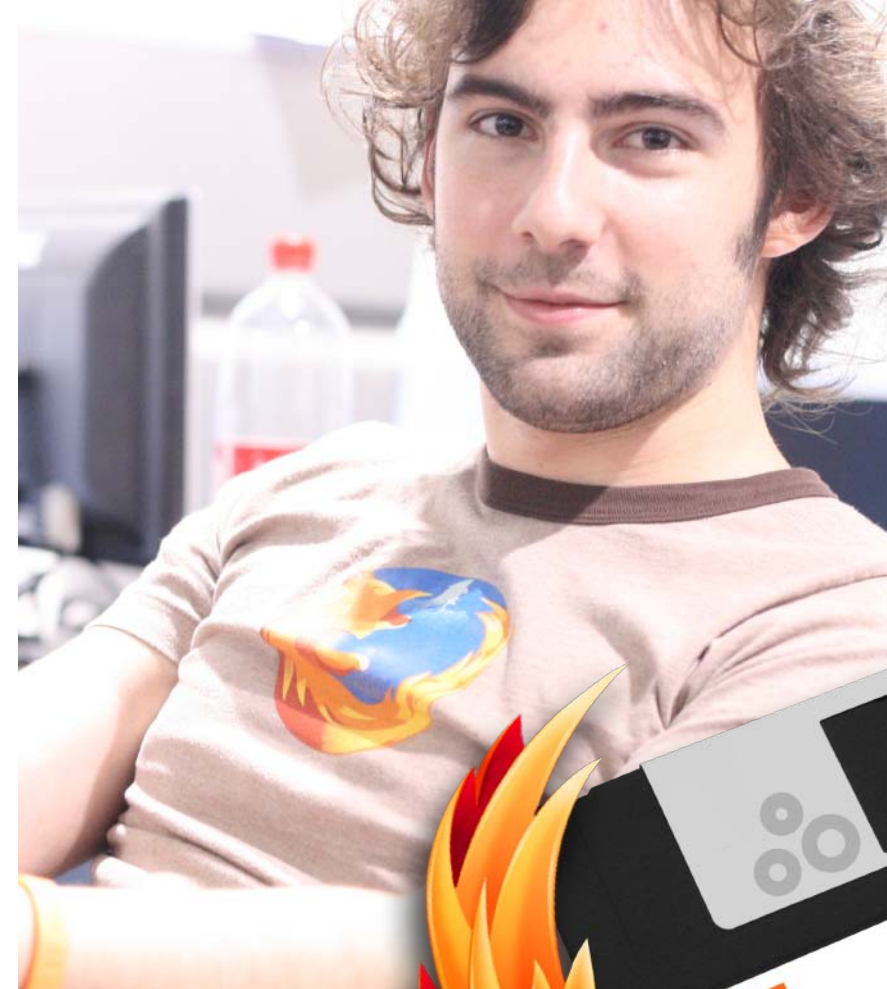
Browser Demo: Single Effect

Open Web technologies only. No plug-ins, no extras. Testing platform: Firefox (if it runs cross-browser you get extra applause). One screen, one effect, showtime max 60 seconds; blow us away!

Browser Demo: Multiple Effects

Open Web technologies only. No plug-ins, no extras. Testing platform: Firefox (if it runs cross-browser you get extra applause). More than one effect.

Tags: atparty, boston, canvas, css3, demoparty, demos, javascript, webgl



DemoJS DemoParty in Paris

<http://mozillalabs.com/blog/2011/07/today-in-paris-demojs-demoparty/>
Jul1'11

What

DemoJS party is a french demoparty focused on web technologies (JavaScript, Canvas, SVG, Audio... well every openweb-related piece of technology). The event is part of the Mozilla Labs demoparty initiative.

Coders and artists will gather in Paris for 2 days to socialize, party, and produce audiovisual web demos that will compete in two categories.

Entrance is free, and there will be several workshops, presentations, 2 compos to submit your demo creation and 2 concerts!!

Invitation Demo

Check out the DemoJS invitation demo by Syn[Rj] and FRequency [[Direct Link](#)] [[on pouet.net](#)] or the screencapture:

Details

- Friday, July 1st 19:39 - Saturday July 2nd 23:30
- Venue: ISART Digital, next to Opera Bastille
- From friday night to saturday night
- Organized with the help of Mozilla Labs, Mozilla Europe, ISART Digital, Demoscene.fr, ParisJS, Prologin, Popsy Team, onGameStart, Pusher
- Thanks to Syn[Rj] and FRequency for the invitro
- FREE ENTRANCE

Compos:

- Javascript 1k
- Freestyle (web technos)
- COOL PRIZES
- REMOTE ENTRIES ALLOWED

Concerts:

- TPOLM Parliament of Paris honored members: kaneel, alkama, uucidl (Friday)
- Spintr0nic (Saturday)

Conferences:

- 2D Animation Engines and Perf Experiments by Louis-Rémi Babé from Mozilla
- WebGL osgjs framework by Cédric Pinson from PlopBytes
- Demoscene: from cracktros to browser demos by Jeffrey (AmigaVibes) & wullon (demoscene.fr)

More Details at <http://demojs.org> and follow @demojsorg and @mozlabs for updates

Tags: css3, demojs, demoparty, demoscene, event, javascript, paris, webgl



Workshops at Assembly DemoParty Helsinki

<http://mozillalabs.com/blog/2011/07/workshop-at-assembly-demoparty-helsinki/>
Jul25'11

That's right – We're partnering with the famous Assembly Demoparty in Helsinki, August 4th till 7th!!

Mozilla Labs Demoparty is our initiative to foster artful exploration of open web technologies – Participate at a local event and/or submit your demo to our online competition (deadline very soon) <http://mozillalabs.com/demoparty>

Mozilla HTML5 Sessions

<http://www.assembly.org/summer11/seminars/sessions>

For Assembly participants we offer 3 HTML5 seminars that will get you going (and blow some minds) with open web technologies and what's possible nowadays on the web.

Rob Hawkes

Rob Hawkes,

our very own Mozilla Evangelist, will be teaching best practice in using HTML5 canvas not only for creating web based games. Rob Hawkes on twitter

Mr. Doob,

demo artist and designer, will give a “behind the scenes” of <http://ro.me> Mr. Doob on twitter
Visy, Visa-Valtteri Pimiä

Visa-Valtteri Pimiä,

the demo scener and artist Visy will explain his WebGL (art) work, like MKULTURA Visy on twitter

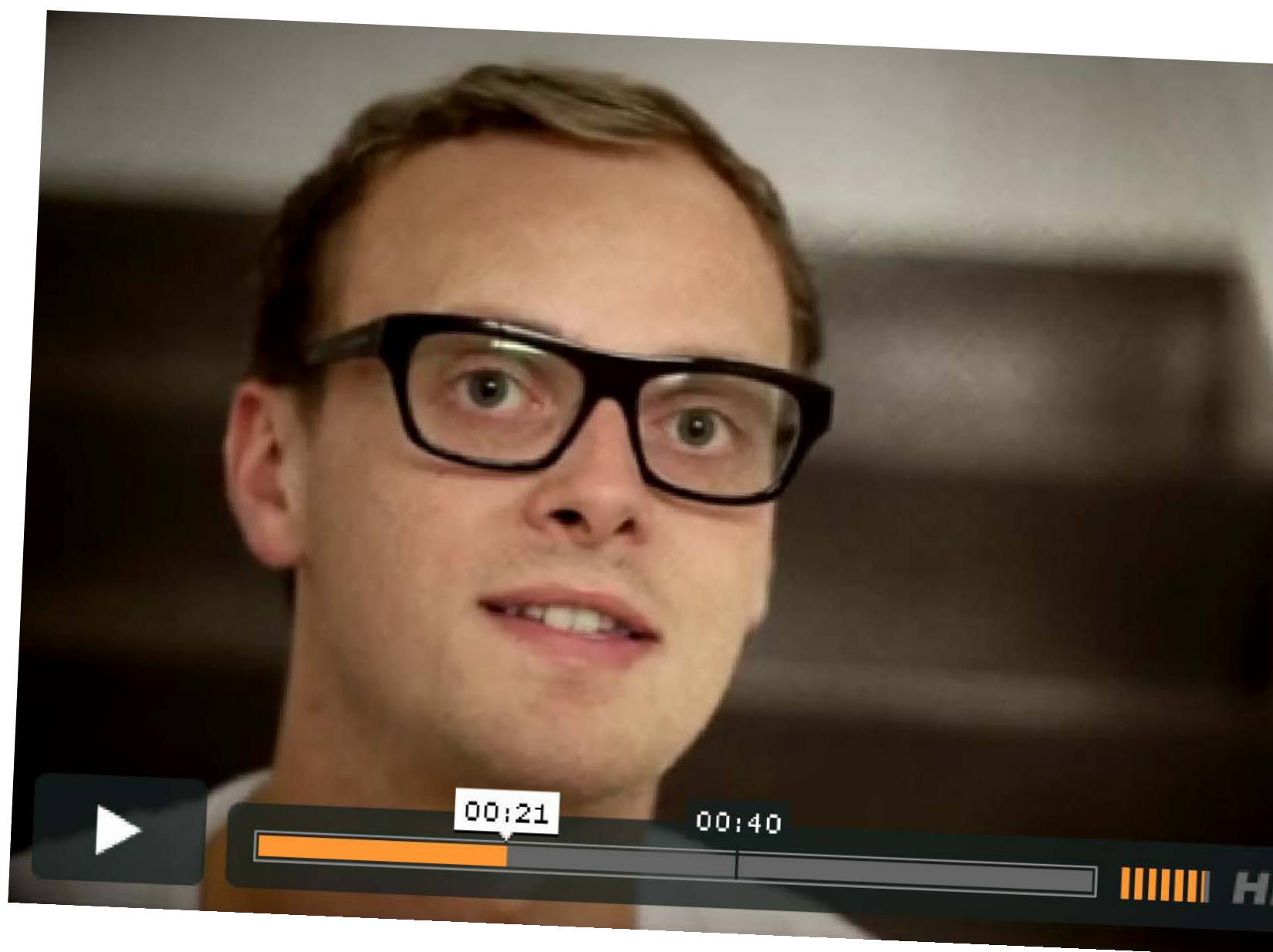
Web Demo Competition at Assembly

Only for Assembly participants: Submit your web-based demo and win Mozilla swag + 300 EURO!!!
Read more on the assembly website

Happy Coding! :) your Demoparty team

Tags: assembly, conference, demo, demoparty, party, workshop





Submit your Demos NOW

<http://mozillalabs.com/blog/2011/07/submit-your-demos-now/>
Jul27'11

Mozilla Labs Demoparty is our initiative to foster artful exploration of open web technologies.
Online Competition

Besides several events we also run an online competition where you can win quite big prizes like a flight for 2 persons to the Alternative Party in Helsinki, Makerbot Ultimate Kit, Books, T-shirts, Angry Birds and what not.

Deadline is August 7th, 2011!!

Submit your demo and compete in the following categories: "Main Web Demo", "Single Effect Demo" (or 1k), "Audio Demo", "CSS3 Demo" and "Animated Gif + SVG" – Hell yeah! Read more about the compos [here](#)

Also, don't forget to check out our great team of judges, their voice will determine the winners to 50%, the other 50% will be voted by you – the community. (We'll let you know when the community voting starts)

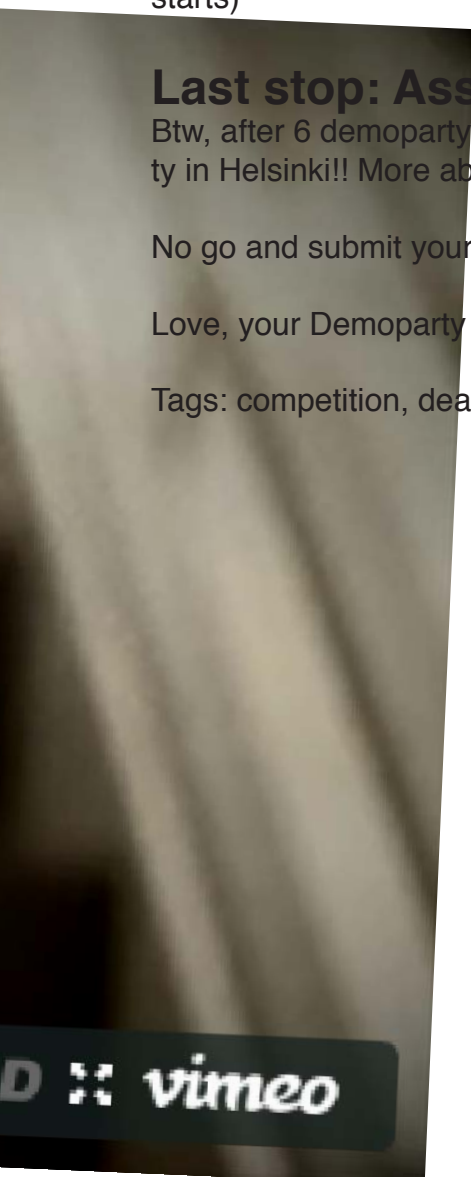
Last stop: Assembly Demoparty

Btw, after 6 demoparty events, our last stop in 2011 will be a cooperation with the Assembly demoparty in Helsinki!! More about the Assembly cooperation [here](#)

No go and submit your demo!!

Love, your Demoparty Team

Tags: competition, deadline, demoparty, now, online, submit



At the Mothership of Demo Parties – Assembly (pt1)

<http://mozillalabs.com/blog/2011/08/mothership-of-demo-parties-assembly/>

Aug8'11

Mozilla Labs Demoparty is an initiative to foster artful exploration of open web technologies.

Final Mozilla Labs Demo Party in 2011

This past weekend marked the final event of our Mozilla Labs Demoparty 2011 – A collaboration with the giant Assembly Party in Helsinki, an arena filled with thousands of demo sceners and gamers.

Within 3 months a community of enthusiasts has put together 7 web demoparty events with us. *Applause* In this first Assembly wrap-up post we bring you a ton of material starring our very own Rob Hawkes.

What is Assembly? [Video]

Thousands of people, lots of demo competitions, hacking, gaming and a big party – The mothership of demo parties,

[Click for our Assembly Impression Video by Rob Hawkes](#)

New Sound Visualizer Demo for Assembly

For Assembly Rob Hawkes has created a neat WebGL/HTML5 audio sound demo:

[Click here to view the Sound Visualizer demo](#)

Talk: Browserscene – Creating Demos on the web

In this video you see Rob Hawkes' talk at Assembly. For more details view his post on rawkes.com

Slides

Browserscene: Creating demos on the Web

“Deconstructing a Browserscene Demo”

And this was Rob Hawkes' second talk, where he talks in depth how he made the WebGL HTML5 Audio visualizer demo

Stay tuned for our other Assembly talks (and news on the online competition)! <http://mozillalabs.com/demoparty>

Tags: assembly, demo, demoparty, demos, event, html5, webgl

<http://mozillalabs.com/blog/2011/08/mozilla-at-assembly-a-talk-on-art-webgl/Aug11'11>

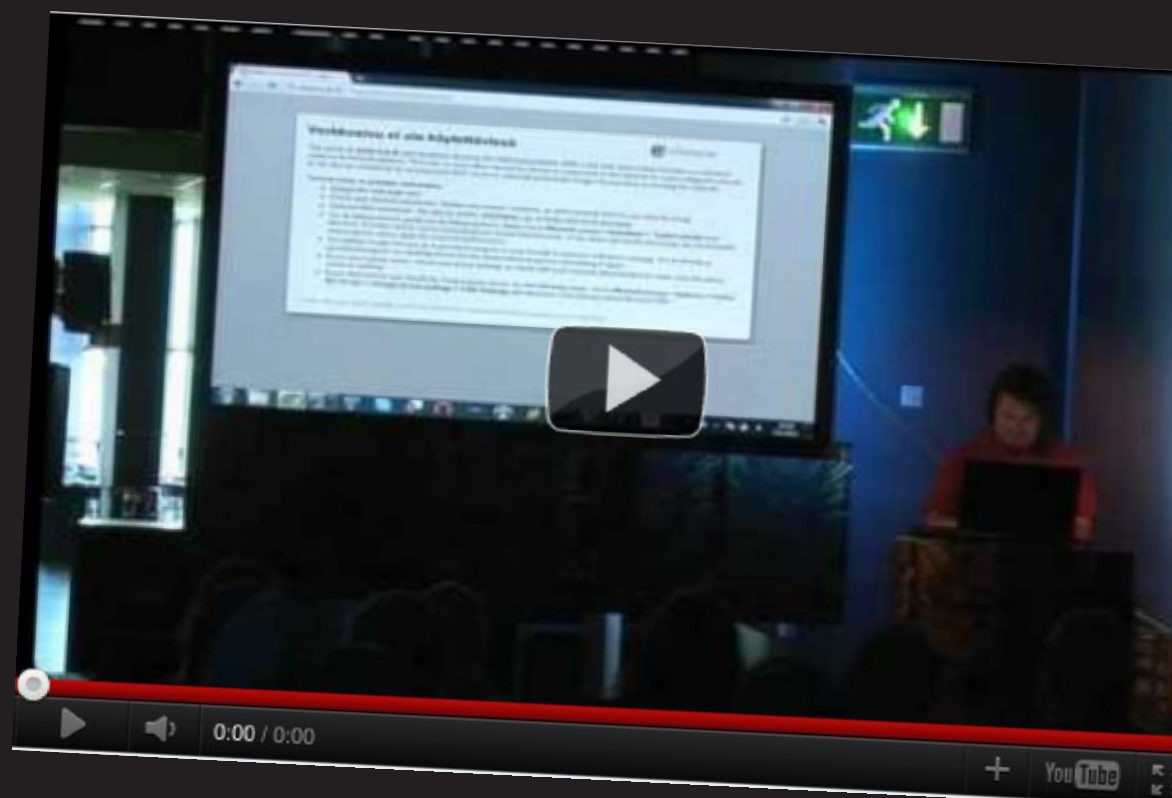
Last weekend Mozilla Labs arranged several talks on HTML5 technology at the gigantic Assembly demoparty (Basically an arena full of hackers and geeks). This is our second post on it, find the first Assembly post [here](#).

Visy's HTML5 talk

Visy takes us into his world of pixel effects, shaders, WebGL and much more for creating art work.
Enjoy:

Assembly photo by swehrmann on flickr

Tags: art, assembly, css3, demo, demoparty, event, helsinki, party, pixels, shader, visy, webgl



Deadline



August 14th

Extended Deadline for DemoParty Competition

<http://mozillalabs.com/blog/2011/08/extended-deadline-aug-14th-demoparty-competition/>
Aug8'11

You asked for it – you get it. We've decided to extend the online competition's submission deadline for +1 week to give you a bit more time for wrapping-up your demos.

Extended Deadline: August, 14th (11:00 GMT)

SUBMIT NOW + Good Luck!!

Mozilla Labs Demoparty is an initiative to foster artful exploration of open web technologies.

Still reading? OK – here's a link to a WebGL HTML5 Audio visualisation demo by Rob Hawkes:

Tags: competition, demo, demoparty, online competition, party, submissions, deadline, extended

DemoParty Submission Closed, +100 Entries

<http://mozillalabs.com/blog/2011/08/demoparty-submission-closed-100-entries/>
Aug15'11

Submissions Closed

This weekend we closed submissions for our Demoparty Online Competition*. We recieved a little over 100 submissions and are excited now to look into them.

Here's what's happening next

- 20th – 27th of August: Pre-Selection goes live and you can vote for them!
- All online votes count 50%, the 10 Judges count for 50%, too
- 26th of August: Voting process is over. Expect the winner's announcement any day.

Now STAY TUNED!!

* Mozilla Labs Demoparty is an initiative to foster artful exploration of open web technologies.

Tags: competition, demo, demoparty, entries, online competition, over, party, submissions, voting

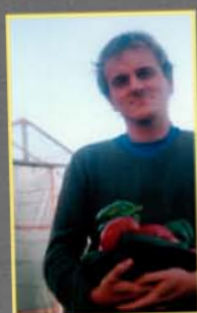
THE EXPERTS



MR. DOOB
ARTIST AND SCENER



CORY ARCANGEL
DIGITAL ARTIST



**DRAGAN
ESPENSCHIED**
ARTIST AND MUSICIAN



JULIA KAGANSKIY
ARTS JOURNALIST



PAUL ROUGET
MOZILLA TECH EVANGELIST



**VISA-YALTTERI
PIMIÄ**
DEMO SCENE ARTIST



SERDAR SOGANCI
ROVIO GAME DEVELOPER



**JULIEN
FOURGEAUD**
BAD PIGGY BANK MANAGER
AT ROVIO



**JUSSI
LAAKKONEN**
ASSEMBLY, MAIN ORGANIZER



BRUCE LAWSON
OPERA WEB EVANGELIST

100 Demos – Gallery and Voting Open Now!

<http://mozillalabs.com/blog/2011/08/100-demos-gallery-and-voting-open-now-2/>
Aug25'11

Earlier this week we silently opened-up the voting process for the 100 demo (and animated GIF) submissions. We're super happy about the broad spectrum of entries, and now it's up to you to decide on the winners!

Link: The gallery with all the submissions is here

If you create yourself an account you will be able to vote for 5 randomly selected demos or GIFs. The community votes will weight 50% of the decisions, another 50% will come from our judges.

Deadline is Sunday, the 28th of August. VOTE NOW!

**100
Demos**



Deadline: Sun, 28.8.



**Akemi
by britzpetermann.com
(1st place Main Demo)**

CLICK!

We got the Winners!

<http://mozillalabs.com/blog/2011/09/we-got-the-winners/>
Sep2'11

Voting Process for 100 Demos

Last week you helped us find the winners of our online competition out of 100 demos up in our gallery. The community ratings and the opinion of our judges were both weighted 50% to determine the final results.

The Results

We are going to release more detailed information on the winning demos in upcoming blog posts. But for now – Enjoy the hard facts – Our Top 20 demos from +100 submissions. (The “Single Effect” category ruled with about 60 submissions, that’s why you see the Top 10 there) NOW – *drumroll* – The Results are:

MAIN DEMO TOP 3

	Community	Judges	Final	Place
Akemi Winner!	3,67	3,58	3,62	1
Azathioprine	2,83	3,58	3,21	2
The Self-Explanatory Demo	3,17	3	3,08	3

SINGLE EFFECT TOP 10

WebGL Water Winner!	3,83	4,75	4,29	1
demojs-fff	3,5	3,67	3,59	2
Breaking wave	3,33	3,5	3,42	3
Lights & Shadows	3,33	3,5	3,42	4
WebGL Path Tracing	3,5	3,33	3,42	5
Canvas Trip by Adinpsz	3	3,75	3,38	6
Traveling Wavefronts Shader	3,17	3,5	3,33	7
Beanstalk	2,83	3,83	3,33	8
Plasma effect	3	3,66	3,33	9
Undulating Monkey	3,33	3,16	3,25	10

AUDIO DEMO TOP 3

Flares Winner!	3	3,66	3,33	1
Duper Mario Synth	2,83	3,25	3,04	2
Beatdetektor 3	2,67	2,83	2,75	3

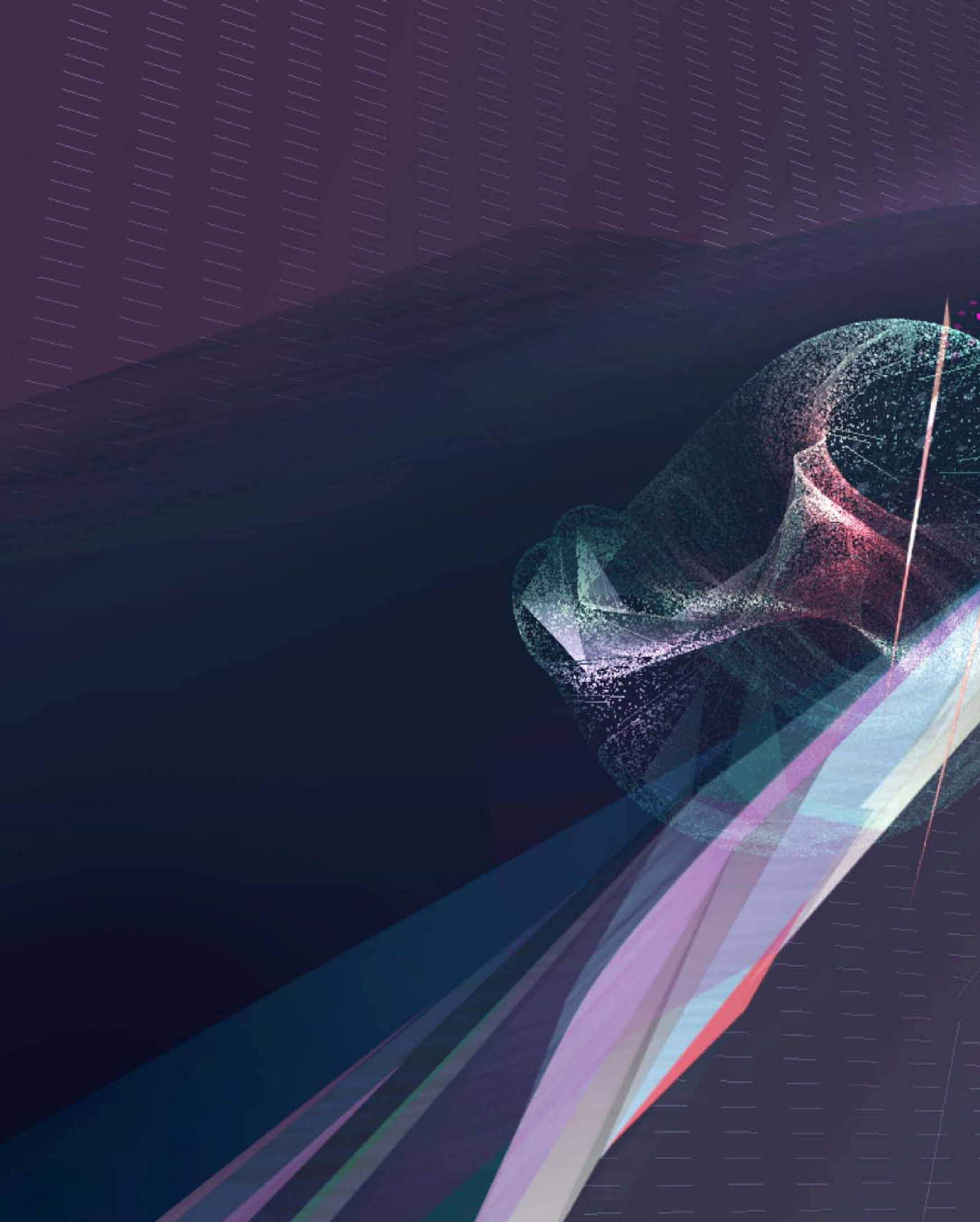
ANIMATED GIF TOP 3

Untitled (Illusion 1) Winner!	2,5	3,33	2,92	1
Awesomest Native-made Gifs	2,5	3,25	2,88	2
Cubes Infinite	2,67	3	2,83	3

CSS3 DEMO WINNER

CSS Nyan Cat Winner!	2,67	3,5	3,08	1
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Tags: art, canvas, competition, css, demo, demoparty, final, gif, javascript, results, votes, winner



Video: DemoParty Winner's Trip to Helsinki

mozillalabs.com/blog/2011/11/video-demoparty-winners-trip-to-helsinki
Nov7'11

AKEMI by Britzpetermann was the winning demo of our Demoparty Online Competition 2011* 50% voted by our judges and 50% by our community. We flew them out to Helsinki to show their demo at the "Alternative Party", a classic Demoscene party with more than 1000 code artists attending.

Video

Hear more about the winning demo and dive into the Alternative Party. Enjoy!

Photos

There's also a picture set of the Alternative Party up on Flickr.

Thank You! Mozilla Labs Demoparty 2011

A HUGE thank you goes to Pascal Finette, who initiated this project and supervised it. Credits go to @cyberdees, James Socol, Rainer Cvillink, Matt Claypotch, Julie Choi, Zandr Milewski, Kristoffer Lawson and Antti Hirvonen for their immense support in running this show.

And last but not least: THANK YOU DEMOSCENE + MOZILLA COMMUNITY for submitting +100 demos, co-organizing and running 7 Demoparty events and helping us to inspire others to explore and push open web technologies!

yours, Tobias Leingruber @tbx

Tags: akemi, alt party, alternative party, britzpetermann, demo, demoparty, demoparty 2011, helsinki, online competition, open web, technologies, winners



Check Out The Winners Of Mozilla's Demo Party Contest

by Julia Kaganskiy September 02, 2011

<http://www.thecreatorsproject.com/blog/check-out-the-winners-of-mozillas-demo-party-contest>

Judging for Mozilla's Demo Party contest, a four-month-long international initiative that encompassed several hacking events and generated over 100 demo submissions, ended last week. Bringing together hundreds of artists, hackers, and hobbyists in an "artful exploration of open web technologies," the contest channeled the creative energy of the net's longstanding demoscene subculture into a new form that promoted experimentation with new open web tools. We have the first look at the winning projects and web experiments (and, full disclosure, yours truly was the lone female representative on the judging team).

The demoscene came up during the 8-bit era of computers like the Commodore 64, ZX Spectrum, Amiga and the Atari ST. Teams of hackers would band together into demoscene groups and try to outperform one another in the creation of amazing audio and visual effects using cracked software. The intros that they'd program into the software would serve as a group "signature" of sorts, as well as a sandbox where teams could flex their creative muscle and try to one-up each other in their quest to develop advanced effects that pushed the limits of the software's capabilities.

We spoke with Tobias Leingruber, the Demo Party organizer about the project's goals and aspirations, as well as the original demoscene, and how it served as a source of inspiration for the ambitious project. Check out the list of winners below, and browse the full gallery of submitted demos here to witness the impressive coding work and artistry on display. Hard to believe that some of these projects were developed over the course of a weekend!

The Creators Project: What was your particular interest/experience with the original demoscene? Did you used to create demos when you were younger?

Tobias Leingruber: In the early 2000s I used to go to LAN Parties, meaning 10 people or so would bring their computers to one location and play games, share files and have fun for two days or more. Nowadays those parties have become pretty much obsolete thanks to fast internet connections. I say pretty much, because Demo Parties, where demo coders and gamers meet up, are still holding this tradition up high. For example, the Assembly Demo Party in Helsinki is attracting thousands of people with desktop computers each year to compete in games and demo coding.

Why did you decide to bring back the demoscene culture for this particular contest? Seems like it was huge in the 90s but has kind of been dormant for the past few years... is there a reason it felt relevant now?

I guess high-speed internet has killed the need for LAN Parties. Some of the big Demo Party events have disappeared as well. Also, it seems like what happened in the 90s was much more ground breaking than in recent years in terms of computer graphics.

Now, another big thing in computer technology is happening—applications are moving to the web, computing into the “cloud” and the latest generation of web browsers is becoming very powerful. So powerful, that Google, for example, has already released an entirely browser-based operating system in Chrome OS. This new generation of web technologies is summarized as HTML5, and it comes with intense improvements in for example JavaScript speed, libraries like jQuery, CSS3, open audio and video formats and WebGL.

It’s funny, because for every platform that comes into existence, we see the same steps happen over and over again. A good example is the famous “Hello World” 3D Tea Pot, and of course, one was submitted to our online demo competition as well. This is why Pascal Finette (my manager at Mozilla, who originally came up with the idea and made this entire project possible) and myself thought it’s, once again, the perfect moment to encourage artists to explore web technologies, show off their creativity and surprise others with what to expect of technology in the following years.

What were you hoping to accomplish with the demo parties? Do you feel like you’ve achieved that?
Several things: For Mozilla it is important to develop, promote and push open web technologies forward. With this initiative we wanted to encourage more developers and artists to explore the latest possibilities of the web. It was fun to hear reactions like “I did NOT know this was possible with JavaScript!” during the events. I saw lots of coders using web technologies for the very first time, and they were quite impressed.

We also thought that it’s kind of a pity that the rich Demoscene still seems to be kind of stuck in exploring Desktop and offline technologies. Most demos are incompatible to my operating system, and to experience them I have to fall back on video captures, which really takes out the beauty to me. If you make a demo for the web you have the biggest possible audience, the demo is pretty much cross-platform compatible, and it can use whatever data or APIs the web has to offer. Also, on the web your source code is open, which means others can learn from your blueprints and build upon your work—which is a huge deal actually. Open source software and open licences foster creativity in a big way.

In the end, we just wanted to see more cool stuff happening on the web and inspire others to even go further. While most of the demos sincerely don’t use the full potential of the web yet, they definitely expose stuff that most people haven’t seen before. We hope those 100 demos in our gallery will inspire thousands to explore open web technologies for themselves.

We’re super happy with the wide range of submissions, the well-received events and the straight positive resonance from the community. We did not take this for granted, because going into the Demoscene, an art form that means the world for a lot of people, also meant [that we had to be] quite sensitive and by no means try to commercialize it or make the artists feel they are being used for promoting a company. Gladly, Mozilla is a non-profit organization, and I think some other “big” companies might not have received this warm a welcome in the demoscene.

Was there anything surprising you encountered or learned while organizing the Demo Parties?
While the original idea was to focus on the online competition, the concept of demo parties turned out to be so popular among the hacker community that we just went with it. Together with demo enthusiasts, we organized seven events from NYC to Helsinki to Pune/India, and a whole bunch of others are already waiting to organize a web demoparty in case we do a second season.

mozillalabs.com





Tobias Leingruber (@tbx)

Artist and communication designer working in viral media, popular culture and web technologies.

As an advocate for a free and open society on the web he has worked with many artists and organisations including the F.A.T. Lab, Artzilla.org, Silicon Sentier and the Mozilla Foundation. He's active in the internet start-up and art scene. Find him online at tobi-x.com