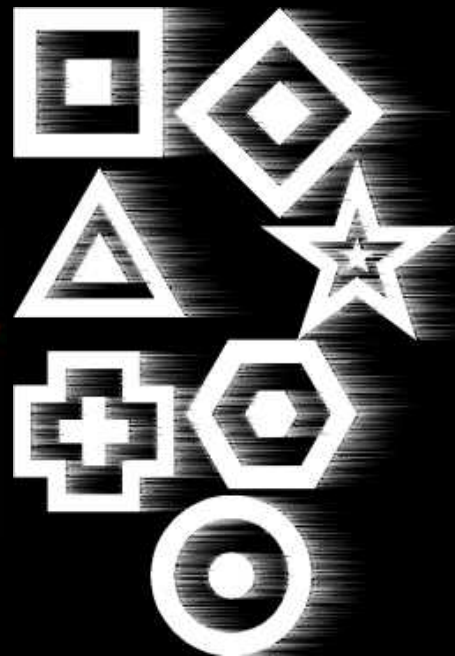


바라트숏

b41425

[click to enter](#)



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Welcome

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Hello and welcome!

My name is **Balázs Szűcs**. Unfortunately, most people in the World are unable to to pronounce it right, but you can [click here](#) to hear how it sounds. (if you are familiar with the SAMPA phonetic alphabet, the spelling is "bOla:Z sy:tS") In fact I'm a Hungarian software engineer, living in Vienna, Austria since a couple of years.



This is my personal homepage, containing a continuously growing range of things, from IT through music to fine arts. If you are looking for cracks & warez, I must tell you, that this is not the place. Instead, I'm planning to publish my own masterpieces for public use and entertainment. Check back time-to-time and take a look at the [news section](#) to see what have changed. I hope, you won't be disappointed!

Probably you'll find parts in this site written in bad English, which is not a miracle, since I'm not a native speaker. However, English seemed to me to be most suitable for the purpose of an international web presence. I'm sorry for this.

To start, maybe it's best to go to the [sitemap](#) first.

Have fun! -- Balázs

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This is the latest news:

Introduction

[Profession](#)[Images](#)[Sounds](#)[Passion](#)[Communication](#)[Guestbook](#)**Redesign** 09.11.2005

Due to the growing content I restructured the some parts of the site. There are two new picture galleries, some new mp3 downloads, updated CV, etc...

Old links should still work, as they are redirected to the new location.

Introducing new page template "Pisa" in the [Sounds section](#)

Audiovisual experience... 03.12.2004

I've been quite active in the past months, here's the short summary of new additions to the site:

- New page with [photos](#) (self portraits...)
- Lots of pictures and descriptions of [anime movies](#)
- New music tracks (rap, funk & more) to [download](#)
- Quite a few new own [drawings/paintings](#)
- Some interesting links in the [links section](#)

My very name 09.08.2004

I have finally recorded my voice saying my name, [go](#) and practise!

Artistic!!! 29.07.2004

Added some new pictures to the [art gallery](#), as well as finished a news song "Have to leave a trace", available for download in the [music section](#)!

Opera support 29.06.2004

Now the site does not look so bad with Opera. Two new pictures in the [art section](#). Netscape 7 and Mozilla 1.4 should work, too.

Why I don't like to link to other sites 05.06.2004

I really hate to link to other sites, simply because I hate when links expire. I just want to prevent you from dead links! (Of course there are some links in this site, be I try to minimize them) Hey, nowadays it's not difficult to find anything in the Web - use google (no link:)

Site enhancements! 07.05.2004

The [music section](#) has been completely redesigned, with added downloads!

The software used for creating this site was also made available ([go there](#)).

Don't forget about Smith 30.03.2004

Smith was a sniper, the best of his kind. I worked with him as commander of a special force commando to prevent the re-union of the Soviet Empire. And I let him die. He used to dress himself as a bush or a tree, and I must say, he was really good at it. He saved our lives a couple of times, he was patient, calm, and accurate. But once, we left him alone without backup on enemy territory, and he got trapped.

He passed away with the sniper rifle in his hand. I ordered Henkel to

take over his place, but he just couldn't replace him. I know, it was my fault - I shouldn't have overwritten the saved game, after he died.

I'm sorry Smith, I often think of you...

Styles partly applied

29.03.2004

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam ac metus. Pellentesque at sem a ante interdum nonummy. Praesent commodo dui sit amet lacus. Maecenas luctus feugiat felis. Phasellus wisi. In interdum. Phasellus rutrum. Phasellus mi leo, iaculis a, iaculis sit amet, nonummy ut, magna. Nunc sodales gravida nisl. Curabitur eu risus et mi aliquam tempor. In nec sem. Vivamus pulvinar, urna sed placerat scelerisque, nulla massa imperdiet sem, et tincidunt dolor pede lobortis mi. Ut blandit rhoncus nulla. Aliquam auctor, orci molestie ullamcorper tincidunt, sapien justo posuere elit, vitae venenatis urna dui eu lacus. Ut mattis sagittis risus.

First news item

10.03.2004

First news item to test the feature. The news items are stored in an [XML](#) file, and converted to this format by an XSL-T stylesheet.

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Sitemap

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This is the sitemap, click on titles to go to the specific area!

Introduction

Welcome - introduction of Balazs Szűcs, homepage welcome message

News & Thoughts - latest news and thoughts about myself and the site

Sitemap - this page

About this site - about this homepage, software, tools, requirements

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Curriculum Vitae - Balazs Szűcs curriculum vitae / resume / Lebenslauf

Projects & Activities - projects I participated in

Publications - studies, presentations, white papers, blue papers, downloads

Personality - my personality as a test result

Images

Gallery Index - entry page to my computer graphics works

Art-ificial - my first image album

Artemis Complex - the second picture album

Soul Catcher - some artistic photos

Logos - typographic logos, pictograms

Sounds

TINT Music Studio - my recording studio, mp3 downloads

SSSC Oldschool C64 Music - my early c64 works remastered, mp3 downloads

Passion

Anime Guide - japanese anime taxonomy

My Movies - my movie collection

Photos - some pictures about me

Software Downloads - own developments and more to download

Communication

Contact information - email

Useful links - my favourite links

Guestbook - sign my guestbook!

Bnemetesek - bnemetesek contact sheet

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About this site

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Historically, this is the third personal homepage I created. Yes, it looks quite similar to the latest one, but behind the scenes it became completely redesigned, "modernized".

It was completely designed and programmed by me (yes, really). I haven't used any WYSIWYG tool, because the site content is generated from templates, XML, and configuration files by a self-developed tool, "Q&D Site Engine", written mostly in Ant-XML and Java.

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An incomplete list of software used for creating the site:

- Eclipse IDE 3.0.0
- Jakarta Ant 1.60
- Q&D Site Engine - a self-programmed page generation tool ([more info](#))
- Gimp - The GNU Image Manipulation Program
- Abrosoft FantaMorph image morphing software, used for the title screen

For viewing I recommend Microsoft Internet Explorer 6. I continuously try to make the site enjoyable with other browsers, too. However, it will probably never be 100% browser independent - but it is not my fault. One thing is sure: this site was validated by W3C

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Curriculum Vitae

| Projects & Activities >>>

Now updated!!!

Alternative versions:

- Printable version [HTML](#) | [PDF](#) | [XML](#) (requires IE6+, Netscape 7.1+ or Mozilla 1.4+)
- Druckbare Version in deutscher Sprache [HTML](#) | [PDF](#)

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Balázs

SZUECS^{*}

[balash suetch]



DATE & PLACE OF BIRTH 20.09.1976, Zirc, Hungary
CITIZENSHIP Hungarian
MARITAL STATUS single
INTERNET *e-mail* balazs.szuecs@gmx.net
Website www.b41425.info/work

WORK EXPERIENCE

2005-	Filmvilág Magazin • online movie magazine • part time assignment • database interfaces, graphical visualization of person-movie relationships
2002-	Wave Solutions Information Technology GmbH • subsidiary of Bank Austria Creditanstalt in Vienna, Austria • E-Business Corporate Department • position: IT architect • main area: J2EE portal frameworks, XML system integration
2000-2002	PricewaterhouseCoopers • Management Consulting Services (PwC Consulting Rt.) , Budapest, Hungary • position: E-Business Consultant • main tasks: B2B, marketplace development, SAP Internet interfaces, EAI evaluation
1999, 2000	Siemens AG • Central Technology Department ZT IK 4 Munich, Germany • position: Trainee • topics: road traffic simulation, geographic databases, automatic webpage monitoring

QUALIFICATION

2000	Thesis writing at FZI Research Center for Information Technologies in Karlsruhe, Germany • Topic: 'B2B solutions in electronic commerce'
1995-2000	Budapest University of Technology and Economics (BME) • Faculty of Electrical Engineering and Information Technology • German Language Engineer Qualification • Special areas: Business IT and Software Engineering • Degree: MCS (Engineer) in Information Technology • grade: very good (issued in co-operation with the University of Karlsruhe)
1999	Awarded on the Scientific Student Conference (BME-TDK), section Information Systems • Topic: 'SAP as integrated business information system'
1999-2000	Practical training at PricewaterhouseCoopers in Budapest • researching the special ledger module and e-commerce facilities of SAP R/3
1997-1998	Studies at the University of Karlsruhe , Germany
1998-2001	Parallel studies at the Budapest College for Economics , • Faculty of Finance and Accountancy • (interrupted after 3 semesters)
1998-2000	Participation in the International Student Program (SSP) of Siemens AG .
1995	Secondary school certificate at 'Béla III Gymnasium' Zirc (Hungary) • special class for German language

SPECIAL KNOWLEDGE & SKILLS	<i>Know-how</i>	<p>Several years advanced experience with the J2EE Technology</p> <p>Front-end, middleware and data management systems in the bank and finance/IT sector</p> <p>Internet and intranet portals • architecture, deployment • developer of the 'Infinity' portal framework</p> <p>EAI, standard based cross-platform integration solutions • (e.g. Java vs. SAP, Java vs. Microsoft Exchange) • XML, IDOC, EDIFACT, SOAP, WebDAV, LDAP</p> <p>Security issues • Using SmartCards, Tokens • electronic signature in practice</p> <p>in-depth knowledge on object oriented analysis and design • relational database design • object-relation-mapping • UML</p>
	<i>Tools & Technologies</i>	<p>Practical experience with the enterprise software products JBoss, Jakarta Tomcat, Hibernate, BEA Weblogic, webMethods B2B, TIBCO Active Enterprise, Microsoft Biztalk Server, CMA PIE, SAP (SD, Interfaces)</p> <p>Relational, object oriented and XML databases, just like Oracle 8i, Postgres, ObjectStore, Tamino, etc.</p> <p>Development environments, like Eclipse, TogetherJ, JBuilder, XMLSpy, Visual Studio, Teamwork, STP, etc.</p> <p>A number of programming languages (preferably Java J2EE, C/C++/C#, SQL, but also Prolog, and. misc. script and markup languages)</p> <p>Skilled with operating systems from UNIX through OS/2 to Windows.</p>
	<i>Project experience</i>	<p>Participation in several system integration and e-commerce projects, as well as standard software and middleware installations, mainly in the banking sector. Experience with requirements analysis, writing and evaluation of proposals.</p>
	<i>Languages</i>	<p>Hungarian • native German • fluent English • good</p>

PERSONAL ABILITIES

target oriented • quick & efficient • flexible • ready to learn something new every day • self-sufficient • but also a good team player

SPARE TIME ACTIVITIES

swimming • biking • music production • science fiction • computer graphics • visiting fine art exhibitions

Vienna, 01.03.2007

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Projects & Activities

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Some major projects I have worked on, sorted in reverse chronological order.

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- **Digital Signature for BusinessNet (2005-)**

Feasibility study on introducing digital signature for BusinessNet, the



main corporate client portal of BA-CA. Clients should be given the possibility to digitally sign their stock orders, money transfers and foreign business documents in a form accepted by the Austrian Digital Signature Law.

- **SAVE - Secure Authentication and Verification Environment (2005-)**

A complex user authentication and digital signature verification middleware with various authentication backends (BDC hot:Vault, Vasco Token Backend, password database, etc.) and several frontend interfaces (including HTTP, SOAP, RMI and XLINK). I participated in the system conception, and I was the lead developer during implementation.

- **Fit for Sales (2004-2005)**



The new front-office application for the account executives at Bank Austria Creditanstalt. Infinity-based system, integrating dozens of traditional banking back-end, and front-office systems. I worked as an application architect on the consolidated data model, and system prototyping, and I developed a Microsoft Exchange interface for Java (using WebDAV and other techniques).

- **Veranlagungswürfel / Investment Cube (2004)**

A relatively small Infinity-based project for InvestCredit (a subsidiary of Bank Austria Creditanstalt), which aims at product management, and online data integration with AMG (Asset Management Group)



- **ELUGate (2004-)**

An infrastructure project of the Bank Austria Creditanstalt, which is addressed to establishing a server to electronically sign and validate documents in inter-bank communication. Core point is building a middleware between various back-end systems and the actual signer framework. Java-based smartcard access is also part of the project.

- **Infinity (2003-)**



"The portal server to extend your business" (formerly known as Baselayer) - a J2EE portal server framework, with portlet container, advanced workflow engine, visualization framework and more. There are several transactional Internet portals running on the Infinity framework (including [BusinessNet](#), [BA-CA](#)

[Betriebsrat](#), [HVB Real Estate Gate](#), [HVB BusinessGate](#), [Wave Solutions Website](#), etc...). The development is hosted by [Wave Solutions GmbH](#), but it also has several external contributors.

- **BA-CA Betriebsratsportal (2003)**

Web portal of the works committee of Bank Austria Creditanstalt to share information with the employees. Built on the Infinity frameworks it features various communication functions. Visit betriebsrat.ba-ca.com to get an impression (login only for members).



- **BusinessNet (2002-)**



BusinessNet, the personalized work and communication platform

of Bank Austria Creditanstalt for corporate customers, has been online since August 2002. It is a corporate banking portal, the largest of its kind in Austria and CEE. It is built on the Infinity framework, and features from usual banking functions through investment planning, stock trade and foreign trade to treasury and various communication functions. Visit businessnet.ba-ca.com and look around!

- **MKB Retail Banking Portal (2001-2002)**

[MKB](#) (Hungarian Foreign Trade Bank) is a major bank in Hungary, which assigned PricewaterhouseCoopers to build its retail banking web-portal. As a member of a small team I worked on the requirements and systems analysis and the system specification in the early phase of the project. The portal was taken in production in 2003 and features the most common banking transactions, as well as a personalizable customer information portal. The implementation and technical conception was done in co-operation with the Hungarian software house [IND](#).



- **Data Warehousing Project (2001)**



Building Hungary's largest transactional data warehouse for a Hungarian bank. The task of the data warehouse is to supply useful information for Customer Relationship Management (CRM) and is designed to fit into a general MIS concept of the bank. A central CIF implementation is also part of the project. I was a member of the Infrastructure Team, and analyzed data, interfaces and integration possibilities if several back-end systems. I co-operated in writing the RFP as well as in the evaluation of proposals of the major market players in data warehousing.

- **B2B Software Evaluation (2001)**

A major Hungarian bank asked PricewaterhouseCoopers to help evaluating different proposals which aimed at establishing a message broker between a number of their

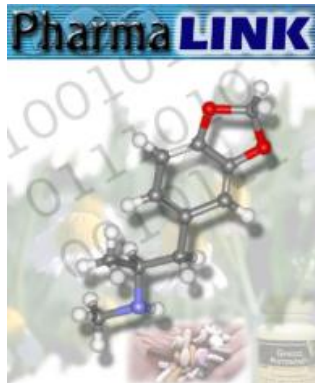


back-end systems. As one of a two-member-team I analyzed several integration systems (including BEA, Reuters-Tibco, IBM, ...), some of them were actually set up and tested (Tibco, Biztalk, [see papers](#)).

- **KöM Waste Landfill Project (2000)**

A Geographical Information System of household waste landfills for the Hungarian ministry of Environment. A collaborate effort of PricewaterhouseCoopers (Budapest-Bruxelles-Paris), Belconsulting and the remote sensing company [Eurosense](#). My task was to prepare the technical parts of the proposal, including the evaluation of the GIS products of [ESRI](#) (unfortunately proposal has not been not selected)

- **PharmaLINK - Pharma MarketPlace (2000)**



The first vertical electronic marketplace for the pharmaceutical sector in CEE, developed by PricewaterhouseCoopers Hungary and the international software house [GFT](#). Core features are digital certificate authentication, message routing, purchase order tracking, catalog management, statistical reporting, Web-GUI. The software incorporates a J2EE application server, and a highly sophisticated self-developed workflow engine. The system supports a number of communication methods and clients, such as Web and ERP interfaces with XML-based data exchange. The project used to be found at www.pharmalink.hu, but it was unfortunately turned down in 2001, after some main suppliers rejected the business model of customers having the choice of concurrent suppliers :)

- **SIEMENS Telematik Projekt (2000)**

A project of Siemens ZT IK 4, Munich. I have developed a software that is able to automatically download data from the Internet, and after processing it stores them in an Oracle database. The program was applied to fetch information from traffic information web-pages, to extract relevant data, and maintain a historical/statistical database for further processing. My development was later integrated into Siemens' [Traffic Management System](#).

- **SIEMENS Monet - Leonet (1999-2000)**

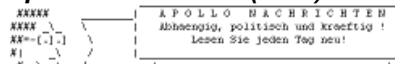
Another Siemens ZT IK 4 project. A software system that was written to do different calculations on measured traffic data, and to create traffic estimations and measurement point suggestions. Beside documentation and testing my task was to equip the software with an Oracle and a file interface. I also designed a database structure for storing road network topology and measurement data, and I ported the software from SunOS to Windows NT. My development was later integrated into Siemens' [Traffic Management System](#).



- **KNB KnowRat (1999)**

A completely self-developed database engine, a knowledge based network implementation in VC++ 6.0 using fuzzy logic and a new hierarchical database query language. (project staff: Dániel Simonkay, Zsolt Barczikay, Péter Horváth, Balázs Szücs)

- **Apollo Nachrichten (1999)**



A self-invented automated electronic newsletter

generator. It is to collect information from the Internet, to extract data from HTML pages, and to put it re-formatted into one single newsletter that is generated every day and broadcasted to a mailing list without any user interaction. It was an advanced UNIX shell scripting study. (You can read an old issue [here](#))

- **Room Reservation Manager Pro (1998)**

Room management software implemented in Java. It operates through the Internet, uses a Postgres relational database and a three-tier server-client architecture. An advanced study on software engineering, partly developed with Software Trough Pictures CASE system. (project staff: Dániel Simonkay, Balázs Szűcs)

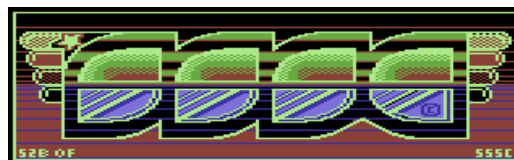
- **Popper Dropper (1998)**



Java implementation of the famous "Falldown" game. It was a multiplayer game, to be played through the Internet. It had a client-server architecture, and a Java applet graphical user interface. It was an object oriented design study. (project staff: Dániel Simonkay, Roland Lohner, András Szládovics, Balázs Szűcs)

- **Commodore64 Assembly Works (1992-1995)**

As I longed for more performance and new challenges on the



C64, I started to learn the somewhat overmystified "machine code". At the same time, I began to produce music with the C64, with different composers. So I programmed a three voice music player, and a digital drum & effect player. I completed all this with original computer graphics, self-designed fonts, and I created a row of intros and music demos. I never used any construction kit, I rather programmed everything myself, and step by step I became a C64 expert. I miss that time very much, when programming still was an art, and the solution for a problem was not to buy a bigger hardware...

- **Commodore64 BASIC Works (1988-1992)**

I started to play and work with computers in 1988, as I took part on a BASIC programming course (on the Videoton TV Computer, a Hungarian Z80-based machine). Soon I got a Commodore64, which came to be THE computer for me for the next 8 years. I wrote simple games, programmed graphical applications (partly with the famous SIMON'S BASIC extension) and had a lot of fun with it. At the age of 10 I founded SSSC (Super Stars Software Company) with Péter Kőváry, a good fellow of mine. I kept this "label" for a very long time, even after the C64 era.

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Publications

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Here are some scientific/technical papers I have written through the years which may be interesting for you. You can download the most of them, I hope, you'll find them useful.



Most of the documents are in PDF format, click the button below if you need a viewer. With any question concerning these papers, please don't hesitate to [contact me!](#)

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- **Bridge over troubled waters - Microsoft Exchange access in Java (2005)**

Building a bridge between two worlds is a challenging task. This document describes the background of Java-to-Exchange communication, explaining WebDAV and NTLM authentication. It provides you with some hints and suggested solutions, and guides your first steps between the frontlines of Microsoft and Java.
Coming soon...

- **Deployment of J2EE applications (2004)**

This paper gives you a recommendation for the deployment of professional enterprise applications in a J2EE environment (Apache Tomcat, JBoss). Based on project experience it covers user access management, network security issues, as well as change and configuration management.
Coming soon...

- **SmartCard access in Java (2004)**

A roadmap to SmartCard access in Java applications, with special focus on digital signatures. A practical guide to technologies (PKCS, APDU, XMLDSIG, ...) and implementation alternatives.



10 pages in English, ~37 K

- **The taxonomy of banking portals (2002)**

A down-graded version of a project workshop slideshow, comparing the aspects of horizontal and vertical Internet portals in the financial sector. Co-author: Zoltán Patócs.



8 slides in Hungarian, ~943 K

- **EAI Evaluation Report (2001)**

At PricewaterhouseCoopers I worked together with Zolán Patócs on the evaluation of several EAI (Enterprise Application Integration) products. This report is a result of a vendor selection project for a major Hungarian bank, with dozens of back-end systems. It is based on direct vendor interviews, IT research institute reports as well as our own experience setting up and testing the products. (The following software were included: MS Windows2000 AS + BizTalk + HIS + MSMQ + IIS, Brokat Twister 4.5, Oracle 9i DB + AS, IBM MQSeries Integrator, BEA Weblogic Integrator, CMA PIE, TIBCO Active Enterprise)



Evaluation matrix, 11 pages in Hungarian, ~72 K



Quick introduction to Microsoft BizTalk Server, 2 pages in Hungarian, ~23 K




Quick introduction to TIBCO Active Enterprise, 2 pages in


Hungarian, ~17 K

 *BEA vs. Tibco, 4 pages in Hungarian, ~48 K*


- **SAP Business Connector (2001)**


Introduction of SAP Business Connector, a module of webMethods' B2B Integration Server, which is the best known XML interface to SAP. The writing describes main B2B architectures, electronic business document formats, including EDI and XML, as well as the most important functions and development issues of Business Connector.


 *Complete course, 152 slides in Hungarian, ~1,42 MB*

 *Architecture and Features, 35 slides in English, ~745 K*

 *Installation and Maintenance, 29 slides in English, ~793 K*

 *Application Development, 62 slides in English, ~630 K*

 *Best Practices, 18 slides in English, ~696 K*

 *wmEDI Overview, 8 slides in English, ~148 K*

- **Workflows - An Introduction (2001)**

An introduction to workflow technology, explaining components and properties of typical workflow systems. The paper uses a purchase order document as an example and it describes the way a workflow engine should be constructed to process it.


8 pages in English. The paper is property of


PricewaterhouseCoopers Corp. and is not available for download.

- **B2B Solutions in Electronic Commerce (2000)**

"B2B Lösungen im elektronischen Handel"

My university thesis. A general survey on fundamental aims and tasks raised by E-Commerce. The main objective of this study is to investigate and classify the basic business and technical functionality of a Business-to-Business application. It discusses almost everything about E-Commerce, from the basics through business processes, commercial scenarios, to reference architectures and implementation alternatives.

 *1 page abstract in English, ~62 K*

 *1 page abstract in Hungarian, ~72 K*


 *127 pages in German, ~1,06 MB*

 *11 slides in Hungarian, ~205 K*

- **Communicating Java Threads, Channel Based Inter-thread Communication (1999)**

A presentation about the JavaPP/CJT package which enables occam-like process handling for Java. It is another implementation of the CSP model.

The topic was presented on 02.12.1999.



 *30 Power Point slides in English, ~731 K*


- **E-commerce Solutions in SAP R/3**


"Elektronikus kereskedelmi megoldások az SAP-ban"


Some possibilities how to put business on the Web. An introduction to electronic catalogs, transaction documents, BAPI's, and special servers for e-commerce (Internet Transaction Server, Business Connector).


 *27 pages in Hungarian, ~473 K*


- **SAP As Integrated Enterprise Information System And The Special Ledger Module (revision 1999)**
"Az SAP mint integrált vállalati információs rendszer, és a Special Ledger"
A detailed study about the history, properties, and architecture of SAP R/3. It contains technologic solutions, module descriptions and an introduction to the Financial Module, especially the Special Ledger.
This revised version of the paper puts more weight on Business Process Reengineering, Workflow and Enterprise Resource Planning.
It was presented on the Students' Scientific Conference in 1999.
 1 page abstract in Hungarian, ~75 K
 40 pages in Hungarian, ~699 K


- **Oracle Administration Basics - Short FAQ For Lazy Ones (1999)**
The most common problems and simple solutions with Oracle8i.
 5 pages in English, ~27 K


- **FPA Analysis (1999)**
"Az OOBoyz Room Reservation Manager Pro nevű termékének FPA analízise"
The method of Function Points Analysis for cost estimation in software engineering demonstrated on an example.
 5 pages in Hungarian, ~141 K

- **Technology Specification Of A Home Banking System (1999)**
"Banki információs rendszerek fejlesztési módszertana"
A full description of Internet banking: technologies, expectations and problems. An expansive list of designing aspects.
 8 pages in Hungarian, ~201 K

- **XML: Importance And Use (1999)**
"Az XML jelentősége és felhasználása"
An introduction to this new technology. Advantages against HTML, utilizing EDI for effective electronic commerce.
 15 pages in Hungarian, ~412 K

- **Teleworking In Hungary And Abroad (1999)**
"A távmunka fejlődése külföldön és Magyarországon"
Advantages and disadvantages, achievements and pitfalls of the new way of working.
 20 pages in Hungarian, ~281 K

- **The Role Of Interiors In Printed Commercials (1997)**
"A belső tér szerepe a reklámokban"
A subjective sociology study.
 8 pages in Hungarian, ~114 K

- **The Way Of The Internet (1997)**
A small study on the history of the Internet and impacts on society, in a nutshell.
 5 pages in English, ~77 K

IMPORTANT!

All papers are copyrighted and are allowed to download for educational use only. Unauthorized copying, selling, publishing of parts or entire papers is prohibited! For questions contact [the author](#).

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Personality

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Here are some articles, that may reflect my personality. But please don't take them too seriously!

- [ORF personality test](#)
- [Virgo at work - how an astronomist sees me](#)
- [Virgo as manager](#)



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ORF personality test

In 2003 there was a great personality test organized by the Austrian Television ORF. It consisted of about a hundred multiple choice test questions, and it seemed to be quite all-embracing.

Over 700.000 people in Austria made it, including me. It turned out, that I belong to the rarest personality group (below 1% of the population) to the "rational inventors" (Vernunftmensch, Erfinder). Here is the description of this group (unfortunately in German - if you have good nerves, you can click [here](#) for an English translation made by Google)

Mein Temperament ist Vernunftmensch.

Vernunftmenschen sehen die Welt pragmatisch. Sie hinterfragen alles und interessieren sich für Problemlösungen und systematische Analysen der Abläufe um sie herum. Stolz sind sie auf ihre Offenheit, ihre Unabhängigkeit und ihren starken Willen.

Als Lebenspartner sind sie vernünftig, als Eltern schenken sie ihren Kindern einzeln hohe Aufmerksamkeit und in Führungspositionen sind sie große Strategen. Vernunftmenschen sind ausgeglichen. Sie verlassen sich auf die Logik und wollen verstehen, wie die Welt und die Dinge und Systeme in ihrem Umfeld funktionieren.

Vernunftmenschen lösen Probleme

Gleichgültig, ob es sich um etwas Technisches oder um zwischenmenschliche Beziehungen handelt: Sobald sie ein System entdecken, wollen sie es verstehen und so lange analysieren, bis sie eine noch bessere Lösung gefunden haben. Die Lösungen, die sie gefunden haben, wollen sie zwar auch konkret umsetzen, aber ihr eigentliches Interesse gilt dem zugrunde liegenden Konzept und der dahinterstehenden abstrakten Idee.

Schwierige Partnersuche

Vernunftmenschen empfinden die Partnersuche meist als schwierig. Die Anforderungen, die sie an den Lebenspartner stellen, sind hoch: Er muss ihnen intellektuell gewachsen sein und sich stundenlang über abstrakte Dinge mit ihnen unterhalten können und wollen. Fehlentscheidungen versuchen Vernunftmenschen auch im Beziehungsleben zu vermeiden.

Im Erreichen ihrer Ziele sind sie pragmatisch und suchen die größtmögliche Effizienz. Höflichkeitsfloskeln und oberflächlicher Smalltalk sind ihnen ein Gräuelp. Wenn ihnen jemand was beibringen kann, werden sie zuhören. Von Hierarchien und Abläufen, die ihre Zeit verschwenden, halten sie nichts und sie werden sie ignorieren.

Volle Konzentration

Wenn ein Vernunftmensch einmal an einer Aufgabe arbeitet, wird er ohne Unterlass alles unternehmen, um sie zu bewältigen. Dabei wirken Vernunftmenschen oft kühl und unerreichbar - in Wahrheit konzentrieren sie sich einfach voll und ganz auf ihre Aufgabe, die sie mit größtmöglicher Logik und starkem Willen lösen wollen. An sich und anderen schätzen sie vor allem Intelligenz.

Sie sind es, die immer den Geheimnissen der Natur und Technik auf der Spur sind und immer nach neuen technischen Lösungen suchen - sie haben unsere Welt zu der gemacht, die sie ist.

Mein Persönlichkeitstyp ist Erfinder.

Obwohl es nur wenige Erfinder auf der ganzen Welt gibt, hat dieser Persönlichkeitstyp großen Einfluss auf unser tägliches Leben. Die Erfinder zeichnet ein innovativer Unternehmergeist aus. Sie sind stets auf der Suche nach Verbesserung in allen Belangen und suchen immer neue Herausforderungen.

Erfinder haben die vielfältigsten Karrieren von allen Persönlichkeitstypen. Insofern bietet Ihnen ein idealer Arbeitsplatz genug Raum für Ihre Kreativität und Eigeninitiative. Sie werden dazu neigen, so viele Änderungen und Neuerungen einzuführen, wie Ihnen Ihre Position erlaubt und wenn sie einmal an ihre Grenzen stoßen, suchen sie sich eben eine neue Herausforderung.

Neue Zugänge & Herangehensweisen

Erfinder sind der Typ, der immer neue Zugänge und Herangehensweisen findet. Sie sind geborene Talente dafür, kreative und effektive Wege zu finden, Dinge zu einem guten Ende zu bringen. Dabei würden sie nie etwas machen, "weil man es immer schon so gemacht hat." Ihr Zugang wäre viel eher: "Jetzt erst recht anders".

Sie stecken voller Ideen und freuen sich, wenn sie schwierige Aufgaben bewältigen können. Nie geht es ihnen dabei allerdings um die abstrakte Idee alleine - für Erfinder ist die konkrete Umsetzung das Meiste wert.

Erfinder verlassen sich auf ihren Erfindungsreichtum und wissen aus Erfahrung, dass sie schon die beste Lösung auf Lager haben werden, wenn sie konkret gebraucht wird. Sie machen ungern langfristig im voraus Pläne. Sie langweilen sich bei der täglichen Routine schneller als andere. Als Führungskräfte sind sie besonders bei Pilotprojekten am besten eingesetzt, wo sie ihre Geschicklichkeit beim Bewältigen neuer Herausforderungen am besten unter Beweis stellen können. Der Satz "Das geht nicht" führt bei Erfindern zu der Reaktion: "Doch! Ich kann das!"

Charmant und charismatisch

Sie sind charmante und charismatische Menschen, die auf andere anziehend wirken. Erfinder interessieren sich für ihr Umfeld und deren Ideen. Ihre eigenen komplizierten Ideen können sie auch gut ausdrücken. Sie haben durchaus rhetorisches Talent, das sich in einer sachlichen Debatte sehr wohl auch in Form von harten Argumente gegen ihr Vis-à-Vis widerspiegeln kann.

Scharfsinniger Verstand

Ihr scharfsinniger Verstand und die oftmals innovativen Ideen sind verlockend. Denn genau so schnell wie alle Abläufe, durchschauen sie auch die zwischenmenschlichen. Sie interessieren sich eher für die Menschen und warum sie so funktionieren, als ihnen zu sagen, was sie tun sollen.

Erfinder sind charismatisch und charmant, man findet sie anziehend. Der hellwache Geist und die innovativen Ideen sind sehr verführerisch. Wenn Erfinder in einer Beziehung leben, dann nicht mit einem Partner, der Tag und Nacht an Ihrer Seite ist. Für Sie kann so eine Art von Hingabe erstickend sein.

*Negative Eigenschaften:**

- Erfinder lieben es zu diskutieren - oft kommt ein solches Gespräch aber wie ein Streit unter Konkurrenten rüber.
- Sie engagieren sich manchmal für zu viele Projekte auf einmal und verlieren so die Übersicht über Einzeldetails.
- Erfinder reden manchmal zu viel und lassen andere nicht zu Wort kommen.
- Erfinder haben manchmal einen Überschuss an Begeisterung - aber dafür einen Mangel bei den konkreten Resultaten.

* Ich muss zugeben, diese treffen mich nicht ganz zu... [Balázs]

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Virgo at work - how an astronomist sees me

I found two articles about the Virgo (my zodiac sign) at work. Some things might be true, others not. I don't believe in astrology, but if you do, here you are! (Sorry, it's only in Hungarian)

Munkatársainak ügyetlensége, lassúsága bosszantja, úgyhogy más perfekcionistaikkal kell együtt dolgoznia, például a Bikával vagy a Bakkal. El kell szigetelnie magát azoktól, akik szabad formában gyakorolják a hivatásukat.

Ha az ember belép egy tipikus Szűz munkahelyére, érezni lehet, hogy az hatékonyan dolgozik. Ha egy rendhagyó Szűz irodájában mindenféle papírhalmok emelkednek, akkor is spártai a munkamódszere, és az íróasztala így is makulátlan. Alapjában véve két csoportra oszthatóak: az egyik az aprólékos Szűz, a másik látszólag lázad ez ellen, és teljes felfordulást kelt környezetében De még ez utóbbi kategória sem tudja sokáig leplezni azokat a területeket, amelyekre aprólékos gondnal ügyel. Általában a lehető legtöbbet hozza ki munkakörnyezetéből, és optimálisan használja a technika legújabb vívmányait. Szereti, ha munkahelye is visszafogott és ízléses. Nyugalomra van szüksége, így a harsány színek, emberek és zajok felborítják kényes egyensúlyukat. A Szűz menedéket keres, ahol anélkül dolgozhat, hogy bárkihez is szólnia kellene, és így maximális teljesítményt érhet el. Gyűlöl minden váratlan változást a napirendben, és bármiféle durva betolakodást a munkájába. Valahányszor bosszantó módon megzavarják, ő úgy érzi, hogy még jobban lemarad soha véget nem érő feladatainak elvégzésével.

A Szűz csillagkép születettek az élénk értelem, jó felfogóképesség, beszéd és íráskészség a jellemző. Igen racionálisak, gyakorlatiasak, tetteikben elsősorban az értelem diktál és nem az érzelem. Családcentrikusak, kiváló anyák és apák, barátok. ?k azok, akikre minden bajban számítani lehet.

Mivel igen érzékeny típus, pontosan érzékeli a környezetéből felé irányuló jelzéseket. Ha rokonszenvenvel irányulunk feléjük, rokonszenvenvel válaszolnak. Ha ellenszenvenvel, akkor ellenszenvenvel. Empátiás képességeik sem elhanyagolhatóak, de a munkát és a személyes

érzelmeiket sosem keverik. Mivel igen kellemes társalgó, könnyen elsimítja környezete konfliktusait, de szemérmesebb annál, hogy önmagát menedzselné. Azt könnyedén elviseli, ha egy nemesebb cél érdekében kevesebb pénzért dolgozik, de az anyagi megbecsülés nélkülözését csak rövid ideig képes elviselni. A gond a kellemetlenség erősen lehangolja, úgy hogy csak nehezen tér magához.

Különlegesen jó megfigyelőképessége és munkabírása révén az erős kritikai érzékét is elnézik neki, mivel kritikája sosem rosszindulatú. Igaz sokszor kellemetlen, csípős és gunyoros, viszont a kritikát nehezen dolgozza fel. Ellenben ha feldolgozta, maximalizmusa miatt képes változtatni a beismert hibáin és nem szégyell bocsánatot kérni.

Munkatársainak ügyetlensége, lassúsága bosszantja, úgyhogy más perfekcionistaikkal kell együtt dolgoznia, például a Bikával vagy a Bakkal. El kell szigetelnie magát azoktól, akik szabad formában gyakorolják a hivatásukat. A Kos és az Ikrék nagyon hasznosak a cég áruforgalmi osztályán, de a Szűz idegösszeroppanást kap, amikor azok rögtönöznek, vagy blöffölnek.

Jegyét a tisztasággal és a nyugalommal társítják, mindig ő az, aki a csatározások háttérébe vonul, mivel természetéből adódóan kerüli az agresszív összeütközéseket. Nagyon nem szereti a súrlódásokat, és túl elfoglalt és szókimondó ahhoz, hogy jó játékos legyen a vállalati intrikák pályáján, ezért a legjobban a kis cégeknél boldogulhat.

A legmegbízhatóbb és leghűségesebb jegy, aki gyakorlati alapot teremt a tűz és levegőjegyek idealizmusa számára. Persze a Szűzek nem tudják elviselni a gondolatot, hogy bárkitől bármilyen tekintetben függjenek, tehát partnerüknek önállóknak és szerénynek kell lennie. Nem sokáig közösködnek olyan emberrel, aki túl rámenős, vagy megpróbál felülemelkedni. És vigyázniuk kell az olyan típusokkal is, akik anélkül szeretnének dolgoztatni, hogy túl sokat adnának cserébe. Mivel annyira szorgalmas és szeretne másoknak használni, ritkán panaszkodik, hogy túl sok a munkája. Sajnos egy opportunist partner a tűréshatárig erőltetheti, és akkor az a szakadáshoz vezethet nála. Nehezen, megfontoltan dönt, de ha dönt, a környezete számára kiszámíthatatlanul teszi. A Vulkan energiája megmásíthatatlanul megerősíti döntéseinek helyességében.

Ideális együttműködése beosztottként is a mérleg jegyűekkel, és a vízöntőkkel. A mérleggel érték és ízlésviláguk hasonló, ezért sikerrel tudnak együttműködni. A vízöntő lebegését hihetetlen megérezéssel terelgeti és kreativitását a gyakorlati életre szintetizálja. Az okos és jó oroszán vezető mellett is mindig van egy szűz középvezető, hiszen szükségük van egymásra.

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Virgo as manager

Here is what the astrologist says about the Virgo as a boss. Hey, thanks for the compliments :) (Again, it's only in Hungarian)

Mindenkihez kedvesek és munkatársaiknak olyan szabadságot engedélyeznek, amelyet maguknak is igényelnek. De az igénytelenül végzett munka első jeleitől pánikba esnek.

A Szűzek jóindulatú vezetők, és inkább példát mutatnak, sem hogy ráerőszakolnák nézeteiket beosztottaikra. Tökéletességre törekednek, mindenben amit csinálnak, és ezt a körülöttük levőktől is elvárják. Gyűlölik a semmittevést, úgyhogy ember feletti felelősséget képesek magukra vállalni. De olyan csendesen és eredményesen dolgoznak, hogy kevés

ember tudja, mekkora terheket hordoznak. Téves a feltételezésük, hogy beosztottaik és munkatársaik is meggörnyedve cipekednek. Mindenkihez kedvesek és munkatársaiknak olyan szabadságot engedélyeznek, amelyet maguknak is igényelnek. De az igénytelenül végzett munka első jeleitől pánikba esnek. Ingerlékenyek lesznek, és idegesek. Agyon aggódnak magukat, míg az idő be nem bizonyítja, hogy az illetők munkája körül minden rendben van. Mivel annyira elfoglalta az, hogy saját feladatait tökéletesen végezze, kevés ideje és energiája marad arra, hogy meghallgassa munkatársai problémáit, vagy ellenőrizze munkájuk minőségét. Ezért olyan alkalmazottakkal veszi magát körül, akik soha nem dolgoznak hanyagul. Nem hallgatja el kritikus meglátásait vagy véleményét. Magával szemben is annyira szigorú, hogy nem bírja ki a munkájával kapcsolatos külső kritikát, hiszen mindig tökéletes munkát végez. De a Szűz gyakran elköveti azt a hibát, hogy az erdő helyett inkább a fákra figyel. A Szűz általában túlterheli, ha rengeteg pénzért vagy emberért felel. Beosztottjai szeretnek vele dolgozni, hiszen megbízható, őszinte és megnyugtató hatással van másokra. De a Szűznek nincs szüksége valami nagymenő igazgatói állásra ahhoz, hogy biztonságban és fontosnak érezze magát. Az önérvényesítés ritkán meghatározó tényező nála. Teljesen kielégíti az, hogy olyan ügyet, vagy embereket szolgál, akik nem zavarják szellemi tevékenységét. Munkatársainak ügyetlensége, lassúsága bosszantja, úgyhogy más perfekcionistaikkal kell együtt dolgoznia, például a Bikával vagy a Bakkal. El kell szigetelnie magát azoktól, akik szabad formában gyakorolják a hivatásukat. Nagyon nem szereti a súrlódásokat, és túl elfoglalt és szókimondó ahhoz, hogy jó játékos legyen a vállalati intrikák pályáján, ezért a legjobban a kis cégeknél boldogulhat.

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Gallery Index

| Art-ificial >>>

In the following pages you'll find my artwork galleries, mostly computer graphics, that I created in different styles and using different techniques and technologies. Although I am not considered to be an old-school artist, I still do call this ART, because I think that the pictures have a message, they always express something, be it good or bad. I try to give them a meaning beyond the visible, and I do my best to avoid trivialities. I believe that picture and title should always make a whole - the title is there to tune the spectator's mind to the right frequency while 'receiving' the picture.

As you'll see, I love bright colors and unnatural shapes, and I place expressivity above realism. In my view realism is something for press photography and not for fine arts. That's why I rather vote for abstraction. Enjoy!

Click on the logos to enter the galleries!

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For my pictures I use the following software and hardware tools:

- GIMP 1.1-2.2
- Corel Painter IX
- Microsoft Word 97
- OpenOffice.org 1.4-2.3
- Inkscape 0.45

- [Adobe Reader](#)
- [FinePrint PDF Factory](#)
- [Logitech MX510 optical mouse](#)
- [Wacom Intuos3 A4 graphic tablet](#)
- [Trust 380 USB2.0 SpaceC@m](#)



*I am also a member of [GFXartist.com](#), the digital artist community.
Click the logo to visit my member page.*



Click the logo to visit my [DeviantArt](#) member page.

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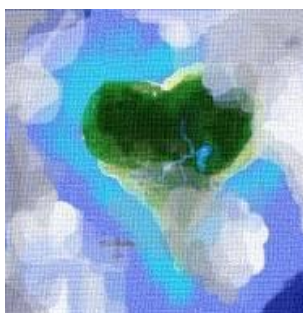
Why artificial? Most of these pictures were drawn with the GIMP, which is in fact an image manipulation program. It has features, tools and filters which are not to compare to real life pencils and brushes, and these 'artificial' tools make the end product look strangely computed and sterile. I actually had to add noise to some of the pictures to reduce this feeling. However, I think that the pictures are expressive and they have soul, even though no human's hand ever touched them**...*

* except 'Frog Queen' which was made with Corel Painter IX

** except 'Good Night' and 'Fake or Real?', which are scanned and post-processed pen and pencil drawings

The pictures were drawn during a very long time span, from 1997 to 2004. If you look carefully, you might even be able to identify some major events of my life!

Click on them to enlarge! (die Titel in deutscher Übersetzung, a címek magyar fordításban)



Heart of Africa



Westend Town



Busy Bee



Don't leave



Lonely Morning



Fire



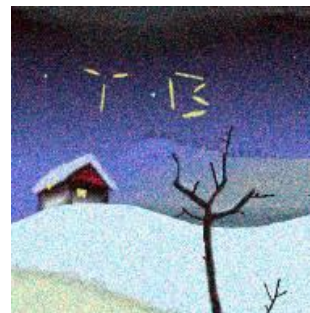
Why



Balance



Hope



T.B.



Protection



Der Weg ist das Ziel



Together



Bad dreams



Kissing the mirror



Unbelievable



The sheep in the wolf's clothing



Lost messages




Good Night!




*Christine & Balázs:
Frog Queen (unfinished)*



Fake or real?





Did you like these pictures?

Download the PDF picture album
» Art-ificial «
containing all pictures above!
(scaled down to 600dpi resolution - 2,91 MB - to save bandwidth)

[Click here...](#)

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Artemis Complex

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In order to overcome the sterility of the collection 'Art-ificial' I changed to the professional painter program 'Corel Painter'. This is able to imitate almost all existing drawing and painting styles and techniques known to man. The pictures become more realistic, but hopefully not less expressive...*

* except 'Which Way?' and 'Immature Relationships' which are still GIMP pictures

After almost one year pause I started with this collection in the end of 2005. 'Artemis Complex' is a working title, it may change in the future.

Click on them to enlarge! (die Titel in deutscher Übersetzung, a címek magyar fordításban)



Which Way?



Influences



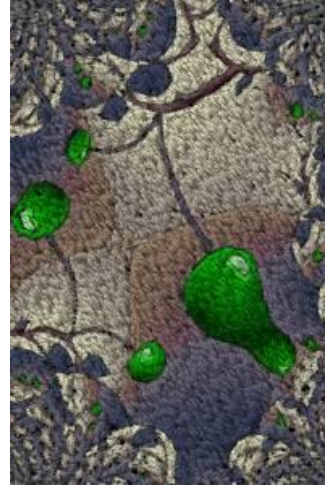
Forbidden Fruit



Conscience



The Heartless



Immature Relationships



No tears wasted



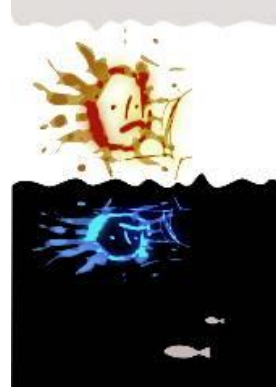
Fragile Inside



BEAST



Die hackeschen Höfe



Human

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Soul Catcher

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Soul Catcher Box - the device to steal one's soul and put it in a photograph...

I wouldn't call myself a great photograph, but I definitely have fun taking bad pictures and post-processing them with an image manipulation program. The result is far away from professional, but I think that some of them are rather nice - despite the fact that I only own a poor webcam...

(yes, it's me starring in the pictures... :)

Click on them to enlarge! (die Titel in deutscher Übersetzung, a címek magyar fordításban)



Löffel



Sure Shot



The Winner



Stellar Master



Valuable Skin



Sleepless Saturday



Neither-nor



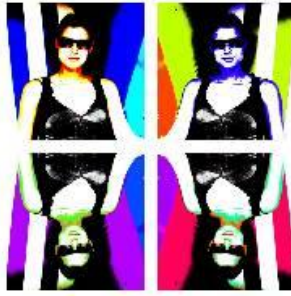
Mixed thoughts



Kisgömböc



Rita



Window

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Logos

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A play with letters, typographic pictograms! (Click on thumbnails to enlarge)

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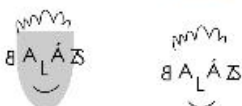
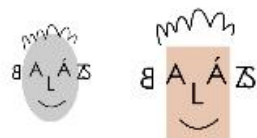
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BALÁZS face



Balá76



Bala76



ABILON



Li-Sa



Moonlight Works



Moonlight Works



Art-ificial



Artemis Complex



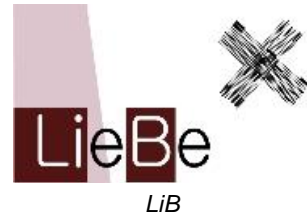
Soul Catcher



Auto



LB



LB



SZÜCS



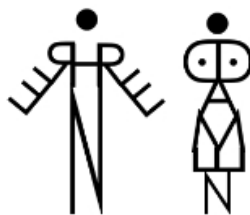
SZÜCS



SZÜCS



SZÜCS



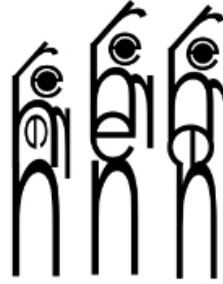
HERREN + DAMEN



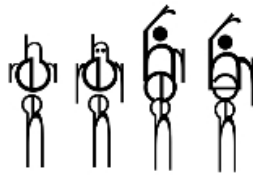
Herren



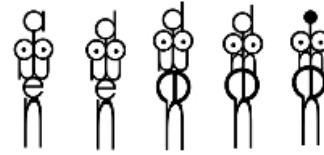
Herren



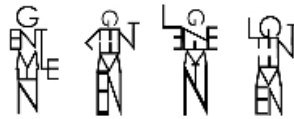
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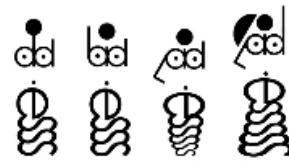
Herren



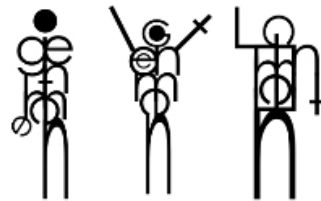
Damen



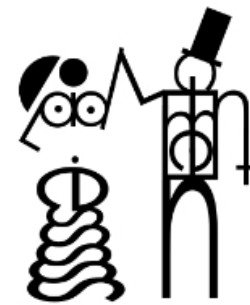
GENTLEMEN



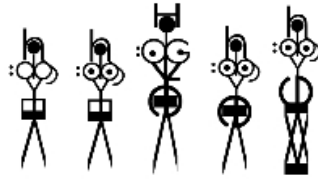
Ladies



Gentlemen



Ladies + Gentlemen



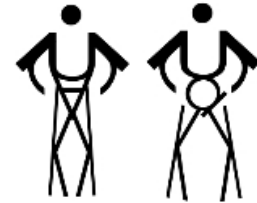
Hölgyek



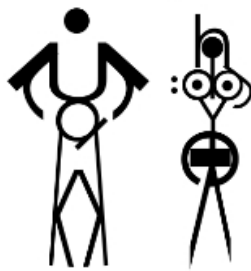
URAK



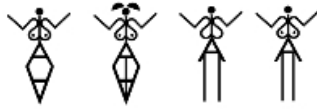
Urak



Urak



Urak + Hölgyek



LISA



BALÁZS



LISA + BALÁZS



LISA + BALÁZS



LISA + BALÁZS

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TINT Music Studio

| SSSC Oldschool C64 Music >>>

...there are mp3 downloads on this page!!!

2003-

Introduction
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Not so long ago I decided to revive my musician qualities, and began to build a virtual studio on my new PC. Now I am a proud owner of a full-featured virtual music production unit, a "STUDIO" if you prefer. My equipment includes:

- Steinberg Cubase SX 1.06 - sequencer & VST platform
- M-Audio Radium 49 keyboard & MIDI controller
- CesSynth v1.3 - soft synth
- Edirol HQ Orchestral v1.01 - soft synth
- Emagic EVP73 v1.0 - soft synth
- Native Instruments Pro-53 v3.0 - soft synth
- Native Instruments Absynth v1.3 - soft synth
- V-Station v1.0 - soft synth
- Native Instruments Battery v1.0 - sampler
- Orange Vocoder v2.0 - filter
- Waldorf Attack v1.0 - drum machine (synth)
- Steinberg Wavelab 4.0e - wave editor & mastering tool
- Angelina 1.3 - soft synth
- MDA Piano - soft synth
- reFX 1.5 Slayer - electric guitar synth
- MSA Syntar v0.947 - soft synth
- Delay Lama - ethno vocal synth
- Zero-G Vocaloid Leon & Lola - vocal synths



My current musical project is called T.I.N.T. (This Is Not a Test), and I'm planning a CD with the title "Wasted Time". It is up to you to judge the truth behind these words :)



Here you can download some of my new tracks from the forthcoming album "Wasted Time", I hope you will enjoy them.

What you should know about PC music...

Common PC sound cards don't usually include wave generators, they are only able to play digital samples. This is actually not a limitation, since samples to be played can be generated "on the fly", this is how your favourite media player works. And this is the way, how virtual instruments on your PC work, too. Some essential terms of modern computer music:

sampler: a software which is able to record and play digital sound samples (such as drums, vocals, etc.), with some editing and transformation features.

synth: to put it simple, it is a synthesizer software, that generates a user-defined sound (waveform, envelope, pitch, and much more). Every real music instrument - even human singing voice - can be emulated by a synthesizer.

MIDI: a digital interface standard to connect musical devices. It transfers musical score information, HOW every single note is to be played (tempo, pitch, etc...) on an instrument

filter: a software, that transforms a sound of instruments in some way (e.g. echo, EQ, vocoder...)

sequencer: a software that puts all this together. It plays the music pattern (musical score), and sends (MIDI) information to the instruments (sampler, soft synths, filters)

mixer: a software, to merge the sound outputs of all instruments, providing some filter functions

mastering: the last step of recording, when the pre-recorded mixed output is fine-tuned with some filters (e.g. EQ, adding echo, fade-in/out, etc...)

Of course for each gadget above there are hardware versions, too, connected by physical MIDI cables. However, nowadays PC's are powerful enough to house a complete virtual sound studio, even for professional musicians, which made it possible to produce professionally sounding tracks even at home.

Click here to see a schematic picture of a (virtual) studio.



TINT - Wasted Time

Planned release date: 200?
(in production)

01	Live evL (prophecy mix 2003)	7,67 MB
02	One word [lyrics]	6,50 MB
03	Keep it movin (feat. unknown rappers)	4,46 MB
04	Have to leave a Trace (feat. Lola & Audrey) [lyrics]	9,57 MB
05	Itt a stílus (feat. Áron & Lóci)	5,11 MB

06	Mennyit ér (What is it worth) [lyrics]	 6,81 MB
07	The last Piano (hypnotic mix)	 3,24 MB
08	Blowing up my mind (feat. Leon) [lyrics]	 4,00 MB
09	Watch it (feat. Balazs) [lyrics]	 4,72 MB
10	Tin man [lyrics]	 7,37 MB
11	Pronsite (mixed mix) [lyrics]	 14,69 MB
12	The very End (feat. Lola, house mix) [lyrics]	 11,99 MB
13	Smokers' lounge	 10,01 MB
#	Walking Spirit (orchestral mix)	 4,03 MB
#	Ignorance is Bliss	 1,77 MB
#	Sentence (plastic puppy mix)	 1,99 MB
#	Yellow tea [lyrics]	 3,67 MB
#	Butter	 2,41 MB
#	B-funk!	 2,18 MB
#	Strangers in the Night	 1,77 MB
#	Farkas	 1,51 MB
#	Időutazó	 988 K
#	Twin Peaks Moods	 2,08 MB
#	Fika (featuring Lóci & Balázs)	 1,09 MB
#	Fika (funky mix, featuring Áron & Lóci)	 1,40 MB
#	Fika (DW mix, featuring Áron & Lóci)	 1,92 MB
#	Fika (Miki Manó mix, featuring Áron & Lóci)	 3,58 MB

 full song  experimental / preview



I also created a page at Soundclick.com, the fastest growing mp3 community...

[| top | SSSC Oldschool C64 Music >>>](#)

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SSSC Oldschool C64 Music

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...there are mp3 downloads on this page!!!

1988-1995

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Back in the days, in the early 90's, I was a passionate C64 musician. I composed dozens of tunes, I even wrote music demos, and I think I really managed to bring out the most of the SID chip.

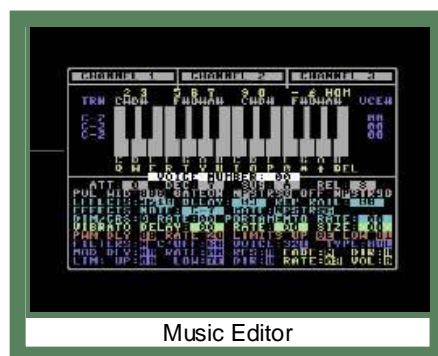
I decided to publish two of my early releases "The Other Side", and "Walkover" here. Note, that both were produced exclusively with the C64! Since the original albums were released on tape, I had to re-record and re-master (e.g. expand to stereo) them again. Download them and experience an uncomparably unique retro feeling! You will hear the following equipment sing (with some original C64 screenshots):

What you should know about C64 music...

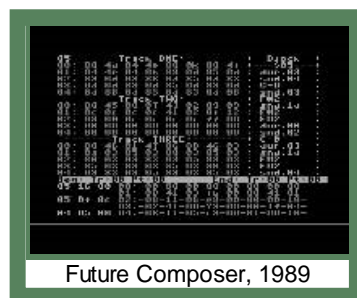
The C64 computer was equipped with the legendary SID (Sound Interface Device) chip, that beat all PC sound devices (even first Sound Blaster versions) until the early 90's.

The chip was a complete three voice analogue synthesizer, with several programmable waveforms, high, low and band pass filters, ring modulator, and noise generator. Cleverly utilizing a hardware bug (!!) it was even able to play digital sound samples.

So, if you think, the C64 was only capable of making beep-beep-crash-boingg-like noise, you are wrong. The C64 was a really powerful instrument, if one knew how to use it, not to compare with any other computer of that era. There was a huge scene of C64 musicians, that produced astonishing music - now living on in emulators and sid-players.



Music Editor



Future Composer, 1989



Power Music, 1989

- Future Composer v4.0 (by The Syndicate of Dynamix, 1989)
- Power Music Editor v1.6 (by Michael Kukat, 1989)
- Music Editor (?) - one of the most advanced synthesizers on the C64
- Digimon64 Sampler & Sequencer (by SSSC, 1994)
- Speed Player (by SSSC, 1994)
- SAM speech synthesizer on the C64 (by Discoveries PD)
- Art Studio (by OMG) - C64 paint program for 'Walkover' cover art
- GEOS Write - C64 graphical text processor for 'Walkover' cover art
- Amica Paint v1.8b (by O. Stiller & Sky) - a powerful C64 paint program, for 'The Other Side' cover art
- Steinberg Wavelab 4.0b - the PC software I used for mastering the new edition



SSSC - The Other Side I-II.

Original release date 14.08.1994

Special digitally remastered edition 2004

(all downloads will be available soon!)

Part I.

- 01 Color sees no love (remix of 'Love sees no colour' by U96)
- 02 War (remix of the 'War of the worlds' beginning theme by Jeff Wayne)
- 03 Mr. Vein (remix of 'Mr. Vain' by Culture Beat)
- 04 Go east! (original)
- 05 Move upon baby! (remix of 'Move on baby' by Cappella)
- 06 Right on the knight (remix of 'Right in the night' by Jam and Spoon)
- 07 Some more, some more (remix of 'Summer summer' by Loft)
- 08 Mr. Bean (original)

Part II.

- 01 Sorrow I. - Melancholy 🔊 mp3 12,58 MB
- 02 Sorrow II. - Disappointment 🔊 mp3 7,24 MB
- 03 Sorrow III. - Pain
- 04 Sweet girl (remix of 'Edes lany' by Z'Zi Labor)
- 05 4 Timeh (original, after a known melody)
- 06 Night raider (remix of the title theme from the TV-series 'Knight Rider')



SSSC - WalkOver

Original release date 24.02.1995

Special digitally remastered edition 2004

(all downloads will be available soon!)

00	Intro	 442 K
01	Walking Spirit	 3,46 MB
02	Trave I. - Tap of Life	 3,50 MB
03	Trave II. - Sentence	 4,69 MB
04	Trave III. - Halluci Nation	 4,68 MB
05	In the Box	
06	Midway	
07	Take my Care	
08	Instead of Rainbow	
09	SG - One more Lie	
10	Live evil	
11	Light Switch	
12	Bonus track: Digital Drums	
13	Bonus track: Corrosion (previously unreleased)	

a n d t i m e p a s s e d . . . 1 9 9 6 1 9 9 7
1 9 9 8 1 9 9 9 2 0 0 0 2 0 0 1 2 0 0 2 . . .

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Anime Guide

| My Movies >>>

I bet you were addicted to cartoons on TV when you were a child. And then suddenly, it had an end, didn't it? On this page I'd like to show you, that it is never too late! There are animated films even especially made for adults. No, I don't mean hentai, the animated porn. I'd rather like to give you an introduction to some real masterpieces of modern animation art. Some statements, just to see clear:

- Animation is not equal to Disney
- Animation is not only for children
- An animated story don't have to be funny
- Japanese anime is not necessarily dumb like Dragonballz
- Animation can be an art!
- The treasures of animation are hard to get :(

Let's count the great names as a who's who!

- Mamoru Oshii (Production IG)
- Peter Chung
- Hayao Miyazaki
- Yoshiaki Kawajiri + Takeshi Koike
- Koji Morimoto

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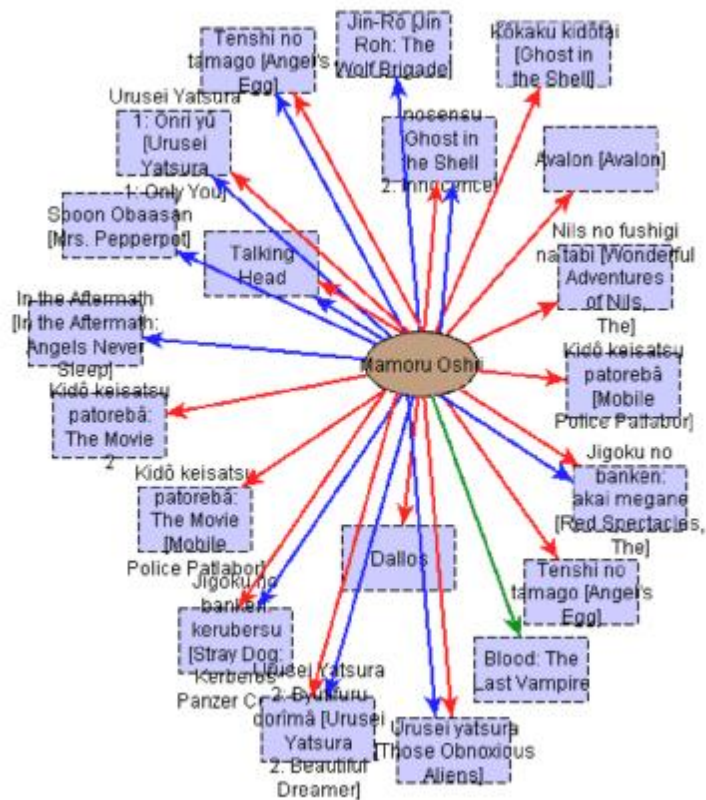
Passion

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Mamoru Oshii (Production IG)

Mamoru Oshii is an animated movie director at the Japanese production company Production IG. His name stands for state of the art Japanese cartoon production.



His trademarks:

- hound dog, dog-food box

- plane with bird-wings
- background people
- public vehicle turning in at the corner

Interesting: he directed some episodes of Nils Holgersson, too :)

Ghost in the Shell (1995)

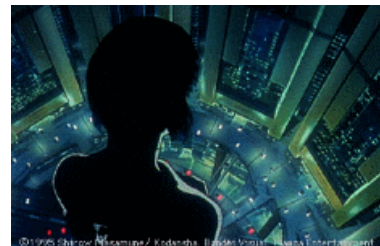
Set in the near future, just after the 3rd world war in Newport (~Tokyo), a huge metropole. By 2029 technology has evolved to a level, that the difference between human and machine seems to be entirely blurred. The only essential thing is mind (referred to as "ghost"), no matter in what kind of body ("shell") it resides. Advanced cybernetics allow to put human brains into an artificial body, and it became common to build computer interfaces into your head, just like a jack socket in your walkman.



We follow the story of Section 9 (an anti-terrorist public department), that is hunting the mysterious puppet master, the prototype of a new lifeform, an artificial ghost, born in the jungle of computer networks. Also the main figures, Kusanagi and Batou have cybernetic bodies, they're fast, strong, and smart - but also vulnerable, since

they are also searching for themselves, unsure who/what they really are.

A wonderfully animated utopistic and somewhat melancholic vision, a true masterpiece of Japanese animation art, already a modern classic. (Some of you may remember the music video "King of my castle" by Ann Lee - which is actually made of some parts of the movie)



Ghost in the Shell - Standalone Complex



An above average cartoon series, inspired by the movie "Ghost in the Shell". Intelligent stories about Kusanagi, Batou, and Section 9, fighting against cyber-crime.

Ghost in the Shell - Innocence (2004)



The sequel to "Ghost in the Shell" about a Section 9 member Batou, a "living doll", who is entirely man-made, except for his brains.

Avalon (2001)



A film with a Matrix-like story, but more artistic, without unnecessary fighting scenes. In this film nothing is obvious, it really makes you think!

In a not so distant future there is an underground computer gaming

scene, where people regularly come together for a fight - just like in first person shooters nowadays. And they really shoot in the very first person, as they get their brains plugged into the gaming server, very much the way like the heroes in Matrix. These people are addicted to the game, and for them the "real world" is a dull, burnt out place, a place they only use to rest and eat. Nobody knows, who created the game, but they are getting more and more involved, as they explore new levels in it. Oh, I almost forgot, they can die in this game, or get captured, leaving their mindless bodies to be taken care of in a hospital in the real world. And there comes the final level, where our heroes start wondering: is not this level the "real" world instead of that, where their bodies remain?



It is very interesting, that the movie is photographed like a cartoon, you often get the impression. No unnecessary movements, fixed background people, unnatural colors, strong contrasts, re-used scenes.

Kill Bill - Story of O-Ren Ishii



Everyone knows Quentin Tarantino's bloody joke, Kill Bill. In volume one the story of the bad girl O-Ren Ishii is told in form of a cartoon, with astonishing scenes. This part was made by production IG - and it's quite as impressive, as the rest of the movie...

Blood: The Last Vampire



Imagine a world, which is terrorized by vampires. Add a lonesome vampire hunter, who turns things well again. Imagine, that this person is half vampire, half human. However crazy it sounds, the story is

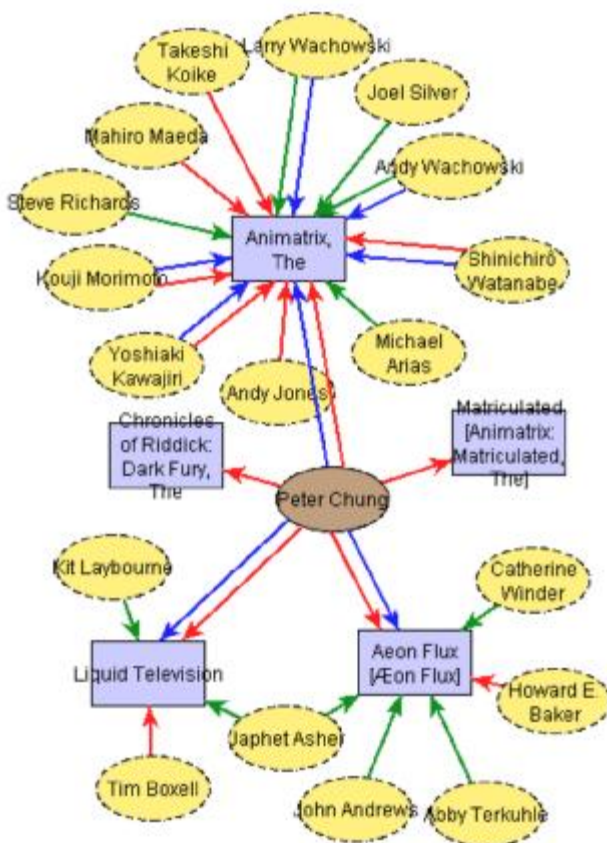
not new, just think of the character of Blade, or Vampire Hunter D (see below on this page). But for now, let this superhero be a schoolgirl. The result is a really spectacular action movie!

Jin-Roh - The wolf brigade



Tokyo, after WWII, with "alternative" ending. The city is at the edge of anarchy, because of rebels, who are fighting against the dictatorial government. There is a special military unit, The Wolf Brigade, to fight those dangerous elements, which generally means turning sewage channels into rebel graveyards. But what happens, if a squad member starts to be sensible, and he falls in love with a girl, whose sister he just killed last night? This beautifully animated movie is a sad drama, and I can't promise you a happy ending...

Peter Chung



His trademarks:

- starving bodybuilder human character design
- spider-creature with branching legs
- erotic scenes

Aeon Flux TV series (1996)



If there was such a competition, this series would definitely win the prize for the weirdest sci-fi cartoon ever. Weird, in the means of a mixture of surreal, grotesque, bizarre, sometimes shocking and - yeah - sexy!

Imagine an utopistic world, two neighboring countries, the anarchistic Monica and the strictly controlled Bregna. Only



one person is able to cross their heavily guarded borders: the high-tech female double agent, the personified fatal sexyness: AEon Flux. You cannot tell, whether she serves good or evil, but she is everywhere, and she acts guided by reasons mostly left unexplained. Her love and hate to Trevor Goodchild, the (kind of crazy) Bregnan governor is a main theme: a great battle of Trevor's passionate idealism and AEon's raw opportunism, which sometimes turns into true S/M. Oh, and



don't be surprised, if AEon would die immediately in the first 30 seconds of some episodes... After all, AEon Flux is far more than an eye candy.

(the cartoon series AEon Flux is not to confuse with the feature movie with Charlize Theron, being now in production!)



Animatrix / Matriculated (2003)

Without too much expanation, just take a look at the buildings, the vehicle and creature design, the unusual story, and the main female character: she is obviuosly a reincarnation of AEon Flux!



Hayao Miyazaki

Princess Mononoke (1997)



An epic fairy tale, a pearl of animated entertainment. Over two hours of mystical adventure, with wonderful pictures, and an exotic story.

It's about the time, when the boundaries between gods and animals are stille blurred. Humans and the sacred animals maintain an injurable balance, and try to live along in peace with each other. But once, humans begin to get jealous of the mighty forest, and they start war with the objective of killing the gods of the woods. But the gods are also not helpless...

This movie is not ment for children, but for adults, who like dreaming, and remained child a little bit. Romantic



scenes turn to bloody violence and back, which gives the movie a very living attitude. Once you see those little tree spirits, you'll never forget them!



Spirited Away (2002)

Among many other movie awards, it won Oscar for 'Best animated feature' in 2003. Somebody said: "Alice in Wonderland" meets "Brazil". It must be cool! (I'm looking for the movie on DVD)



Yoshiaki Kawajiri + Takeshi Koike

Ninja Scroll (1995)



Set in the feudal Japan, Jubei, the ninja-for-hire is to fight nine demons lurking around a village, and to find out, what is going on behind the scenes: who is the master of them, and what he wants to achieve with them. Jubei is not a typical superhero - although he fights like hell - he simply

tries to be cool, and has little interest risking his life by saving the people. Imagine Terence Hill's Nobody in with ninja-equipment! But things change, as he gets poisoned, which motivates him a bit more to finish his job than before. On top of all that he falls in love with a ninja-girl - but of course he would not admit it...

For its wonderful artwork and breathtaking fight scenes this movie is



surely among the best animated films ever. And again, it is not for children, since it contains quite everything from torn-off hands over blood flowing like water, to sexual rape - just like in a real ninja-movie, but this time animated.



There was also a TV series inspired by the film, and the sequel to the movie is expected to come in 2005!!!

The Animatrix / Program (2003)



This segment of the Animatrix collection is undoubtedly a homage to Ninja Scroll...

The Animatrix / World Record (2003)



Another segment of Animatrix, made by the creators of Ninja Scroll...

Koji Morimoto

Akira (1988)



A classic of anime movies, made in 1988 a milestone of Japanese cartoon production. We are in Neo-Tokyo (Where else? This is an anime!) in 1919, 31 years after the WWII. Biker gangs rule the streets.

Tetsuo, the friend of a gang leader gets involved in a secret military project, also known as 'Akira'. Things turn out wrong, and Tetsuo unwillingly arranges a great blood bath in the city. The only chance to stay alive is to find and destroy Akira, who is in fact buried somewhere in the city since the war...

The movie is a mixture of adventure, sci-fi, and horror, and has a strange, but very sophisticated story. Watching it only once is not enough!

The Animatrix / Beyond (2003)



This Animatrix was also made by Koji Morimoto!

Shinichiro Watanabe

- Cowboy Bebop
- Animatrix - Kid's story, Detective story

Andy Jones

- FF
- Animatrix - Last flight of the Osiris

Mahiro Maeda

- Blue Submarine
- Animatrix - Second renaissance 1&2

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Photos

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*I just played around with my webcam and GIMP, here is the result :)
Click on pictures to enlarge!*

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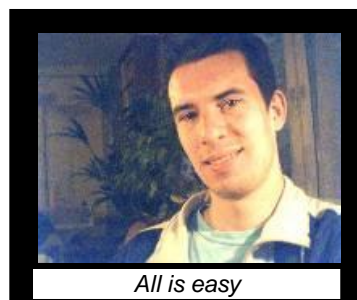
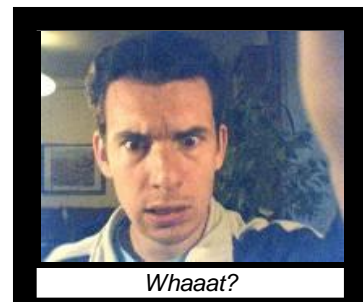
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Software Downloads

<< Photos |

Here you'll find some own programs, which I have written for fun in my spare time. I'm not planning to share any of my professional works here for two reasons:

1. I am bound by copyright and other legal issues with my current and former employers.
2. Because of complexity and being written for special purposes it would be no use at all to publish portions of an enterprise software.

(Take a look at the [projects](#) and the [publications](#) sections to get an idea, what I'm doing at work.) But back to the fun stuff:

- [MOWI v1.0](#)
- [MovieGraph v1.0](#)
- [Q&D Site Engine v1.1](#)
- [Calendar v2.0](#)
- [Best of SSSC on the C64](#)

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MOWI v1.0

IMDb, the Internet Movie Database made their database file available for download, together with some simple search utilities that can search these files. This is a PHP web search interface for a local IMDb installation (it requires no online connection). Two query interfaces are implemented:

- search movies by name
- display movie details

The package is build upon the MovieDB utility, providing a PHP-C bridge so that you can use PHP methods and data structures transparently calling C functions in the background. The MovieDB program remains unchanged, but it receives an extra interface file written in C, and the whole package is compiled as a dynamic library which is then used by PHP as external lib.

[DOWNLOAD](#) (199 K ZIP, Eclipse C project)

[DOCS](#) (112 K PDF)

MovieGraph v1.0

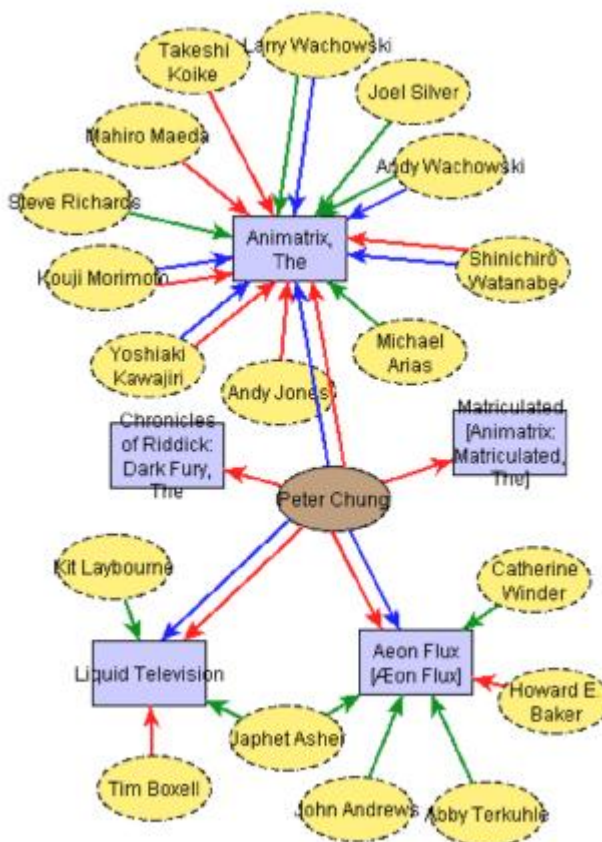
A software to draw relationship graphs (charts) between movies, actors, directors, writers, producers, ...

How is it possible? With a trick: the software uses IMDb (the Internet Movie Database) as data source. It looks up connections between persons and movies, and creates a graph from the information it collected.

1. You formulate a query and run the MovieGraph program
2. The program creates a .graphml file (with yWorks extension). This is nothing else, but an XML, containing the chart topology.
3. You use the free graph layout tool yEd by yWorks to create any

wonderful layout you want

Example: let's display Peter Chung (brown ellipse), together with the movies (blue rectangles) he wrote (blue arrows) or directed (red arrows). Additionally show all the people (yellow ellipses) who co-wrote, co-directed, or produced (green arrows) these movies. It will look like this:



You might also be interested in the generated GRAPHML source. You can see a more advanced example [here](#).

DOWNLOAD (153 K ZIP)
DOCS (7 K PDF)

Q&D Site Engine v1.1

This is the software this site was made with!

Q&D Site Engine (Quick and Dirty site engine) is a simple, yet powerful tool to create an entire static website in no time. Templates, XML, XSL, CSS and configuration files are used, and the pages are automatically compiled by the engine (which is actually a mixture of Java and extended Ant script).

The benefit is that you don't have to open and modify all pages in your site, if you make changes to the layout, titles, page order, etc. Just make any change once in a central point, and let the engine do the rest!

Features at a glance

- Separated content from layout (create layout once, use it anywhere)

- Automatically generated two-level menu system
- Automatically generated page navigation links
- Automatically generated sitemap
- Automatically generated table of contents within a page
- Content generation using includes, or XML/XSLT files
- Automatically generated thumbnail images for your image gallery
- Automatically calculated file size for your downloads
- XHTML/CSS compatible
- Platform independent engine, written purely in Java

DOWNLOAD (36 K ZIP)

DOCS (36 K PDF)

SAMPLE SITE SOURCES (639 K ZIP)



Watch the sample site, which was made for the famous author Daemon Lockley

Calendar v2.0

An everlasting calendar program (for DOS and Windows) with special calculation functions:

- F1 - Determining the weekday for any date
- F2 - Calculating the difference between two dates (in days)
- F3 - Drawing the calendar of the current year
- F4 - Drawing the calendar for any year
- F5 - Adding years, months and days to a date
- F6 - Subtracting years, months and days from a date
- ESC - Exit

The program implements approximately the same functionality as the Java Calendar class, but was written in C++ in 1996, before I started programming in Java. I admit, I still use it regularly! (no installation needed!)

DOWNLOAD v2.0 (60 K EXE)

DOWNLOAD G-Cal v0.5 (an abandoned GUI version) (366 K EXE)

Best of SSSC on the C64

Two C64 disc images, that contain the most essential works of my label 'SSSC' on the Commodore 64. Intros, demos, 'user programs', music files, etc. You will need at least an emulator (if not a real C64!) to run these programs (I recommend VICE)!

I'm planning to write a short guide, about the usage and contents of these images, if I'll have enough time.

DOWNLOAD DISC 1 (170 K D64)

DOWNLOAD DISC 2 (170 K D64)

LICENSE

I haven't yet considered packaging and licensing my private developments in any way (under Apache, GNU GPL, BSD, etc...). Let's say, this stuff is generally free for personal use. I only ask to be contacted if you'd like to use it for professional purposes, then we could make a deal. Anyway, I'd be very thankful when you dropped me a few lines, if you found something useful/funny.

[<<< Photos](#) | [top](#) |

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Contact information

[| Useful links >>>](#)

Earlier I used to publish my full contact information here. Since I became overflooded by crap and spam, I decided to strip down this section. In this manner (bots go away):

Business email:

balazs.szuecs@wave-solutions.com

Private email:

balazs.szuecs@gmx.net

Please note:

Spam is a problem for many reasons: invasion of privacy, deception of consumers, and potential harm to minors. It also causes extra costs for businesses, lost productivity, etc. More generally, it undermines consumer confidence, which is a prerequisite for the success of e-commerce and, indeed, for the Information Society. The EU has reacted by agreeing a 'ban on spam' in 2002. EU Member States had until the end of October 2003 to adapt national laws accordingly. An effective 'anti-spam' law in all countries is being prepared.

Source: Gateway to the European Union

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Useful links

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I don't like linking to other internet sites, since pages always tend to disappear, and a dead link is very annoying. However, I check most of the following links quite regularly, because they represent my main interests, so I'll try to keep this list up to date.

(All links open in a new window)

Hungarian hip-hop underground

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www.hip-hop.hu	100's of artists and music downloads, a real goldmine for fans!
rap.music.hu	News about international and Hungarian rap
www.rapnet.hu	Another cool underground site, with many downloads
www.nightchild.hu	Hungarian hip-hop label (Budapest-Kecskemét), with music & video downloads
dopebeatz.gportal.hu	Hungarian hip-hop label (Szombathely), with music & video downloads
www.wacuumairs.com	Hungarian hip-hop label, with some video downloads
www.phatentertainment.com	German-Hungarian hip-hop label (home of Massive Töne, K-Otix, ARTosCsaba, MC Gőz, etc...)
rapline.gportal.hu	Another rap-oriented site
www.rapmagazin.tk	The name speaks for itself, Hungarian rap magazine
www.tilos.hu	Underground radio station for alternative music
rap.lap.hu	Link collection

Wohnungssuche in Wien

www.immobazar.at	****
www.kurier.at	****
www.immodirekt.at	***
www.derstandard.at	***
www.dermarkt.at	***
www.immobilien.net	***
www.immobilien-in-wien.at	***
www.immobilienatlas.at	***
www.immonet.at	***
www.a-immobilien.at	***
www.immobilienboerse.at	**
www.immobilienparadies.at	**

apps.vienna.at/tools/basar *

www.wohnservice-wien.at *

www.magwien.gv.at/wienerwohnen *

Dictionaries

www.mobidictionary.com Hungarian - English - German

dict.leo.org English - German

www.dicdata.de German - English - Italian - French

dictionaries.travlang.com Links to many-many online dictionaries

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Bnemetesek

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Sorry, this page is in Hungarian. If you don't understand it, you don't need it.

Keremszepen, itt van a legaktualisabb bnemetesek cimlista, lehet nezegetni.



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Elkészült a pornosztar-nev generator, szükség esetén itt elérhető:

Gyere bebi

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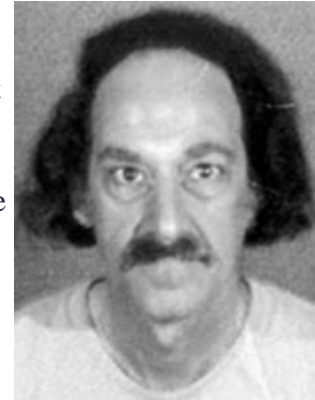


[\[Welcome\]](#) [News](#) [Sitemap](#)

Welcome

| [News >>>](#)

Hi, i'm Daemon Lockley, the most famous horror author of South Devona. Go to the [sitemap!](#)



[Introduction](#)

[Works](#)
[Contact](#)

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam ac ante. Sed sagittis, libero at laoreet egetas, libero nulla volutpat ligula, ac eleifend sapien augue sit amet nunc. Donec in purus. Integer enim purus, imperdiet vulputate, ornare ac, nonummy ac, mi. Integer sapien odio, elementum id, porta et, rhoncus a, quam. Nulla facilisi. Curabitur sed wisi quis nibh commodo cursus. Cras aliquam fermentum diam. Suspendisse tincidunt, erat vel auctor dapibus, libero tellus aliquam augue, quis interdum lorem lacus id urna. Suspendisse potenti. Morbi non pede sed ante adipiscing tincidunt. Cras molestie imperdiet nunc. Curabitur dictum aliquet pede.

this page was last modified on 06.07.2004



Welcome **[News]** Sitemap

News

<< Welcome | Sitemap >>

This is the latest news about the life and death of Daemon Lockley:

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<i>Lockley at work</i>	06.07.2004
-------------------------------	------------

Julie D. Thomas was last seen on the morning of May 24, 2004, in Corvallis, Oregon. She was working at an apartment complex near the campus of Oregon State University. Wilberger was reported missing shortly after 10 a.m. Her flip-flop shoes were found in the middle of the apartment complex's parking lot.

<i>Caution</i>	05.07.2004
-----------------------	------------

Daemon Lockley is wanted for his alleged involvement in a kidnapping in Oxnard, California. On February 21, 2004, Lockley, who was having marital problems, went to his mother-in-law's residence while he reportedly was despondent over the separation from his wife and child. It is alleged that while Lockley was at his mother-in-law's residence, he became physically violent towards her and choked her into unconsciousness. He later allegedly placed her in the trunk of his car and fled the area. Lockley's mother-in-law eventually managed to escape by rolling out of the trunk onto the highway. She sustained numerous injuries, but was treated and released from a local hospital. Lockley alluded capture and remains at large.

<i>This site opens</i>	06.06.2004
-------------------------------	------------

Daemon Lockley takes over the Internet.

this page was last modified on 06.07.2004



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Sitemap

<< [News](#) |

This is the sitemap, click on titles to go to the specific area!

Introduction

Welcome - introduction of Daemon Lockley, homepage welcome message

News - life and death of Daemon Lockley

Sitemap - this page

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Works

Short Stories - short stories of Daemon Lockley

Novels - Novels of Daemon Lockley

Magazine Articles - Magazine articles by Daemon Lockley

Contact

Contact me - personal contact information

Contact my agent - contact information of my agent

Merchandize - merchandizing Daemon Lockley

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[Short Stories] Novels Magazine Articles

Short Stories

| [Novels >>>](#)

Some short stories (you can download a few)

- 6 million ways to die ([download as PDF, 14 K](#))
- Turning Jane to spam
- Open wound
- Barking in the dark

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Short Stories **[Novels]** Magazine Articles

Novels

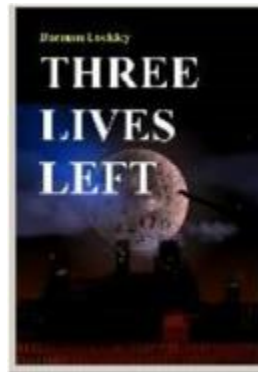
<< Short Stories | Magazine Articles >>

Released novels (available at amazon.com)

- Mysterious Mihalkiewicz



- Attack of the dead mosquitos
- Vampire pillow
- Bloody cold feet
- Three lives left



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Short Stories Novels **[Magazine Articles]**

Magazine Articles

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Misc. magazine articles

- How to eat a snail without touching it
- List of dead authors still writing
- Inventory of my bones

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[\[Contact me\]](#) [Contact my agent](#) [Merchandize](#)



Contact me

| [Contact my agent >>>](#)

Daemon Lockley
121 Stanford Blvd. SDA
36822 Nobanola, South Devona
daemon@bloodylockley.sd

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Contact me **[Contact my agent]** Merchandize

Contact my agent

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My beloved agent is Dave Turlain,
you can reach him in his office in Bracksville:
05862 383 9921
dave@bloodylockley.sd

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[Contact me](#) [Contact my agent](#) **[\[Merchandize\]](#)**



Merchandize

[<<< Contact my agent |](#)

Download one of these superb desktop backgrounds,
personally signed by Daemon Lockley!



Click here for [ZIP](#) (30
K)



Click here for [ZIP](#) (80
K)

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