

PETSCII Workshop Day

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(thx: Anders “Goto80” Carlsson, Tero “Dr. TerrorZ” Heikkinen & Tommi “Electric” Musturi)

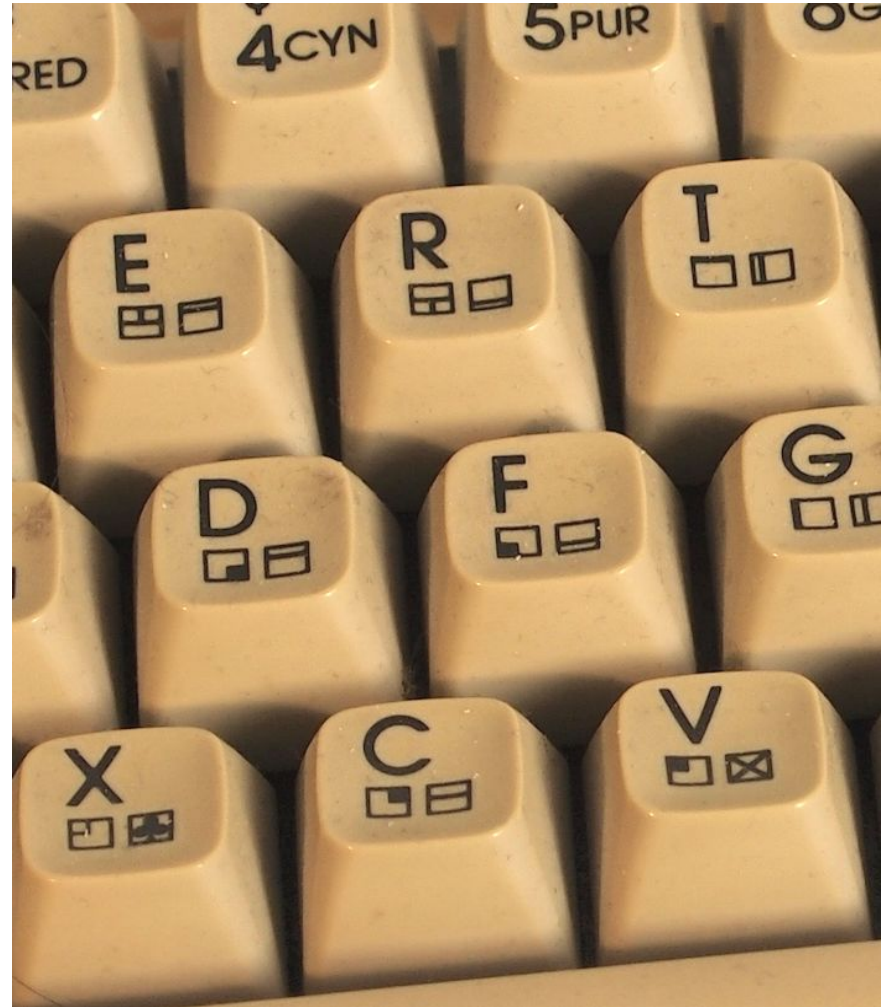
Today

- What is “PETSCII”?
 - A word on text art
 - Sample works
 - PETSCII tools
 - My editor + tutorial
 - Download from here (Win/Mac/Lin):
http://www.kameli.net/marq/?page_id=2717
 - Java needed :(
 - Lunch break
 - Individual and tutored work
-

What is PETSCII?

- Technically thinking...
 - ASCII-variant used on Commodore 8-bit computers
 - PET (1977)
 - VIC-20 (1980)
 - C-64 (1982)
 - C16 and Plus/4 (1984)
 - “PET Standard Code of Information Interchange”
 - Designed by Leonard Tramiel and Chuck Peddle
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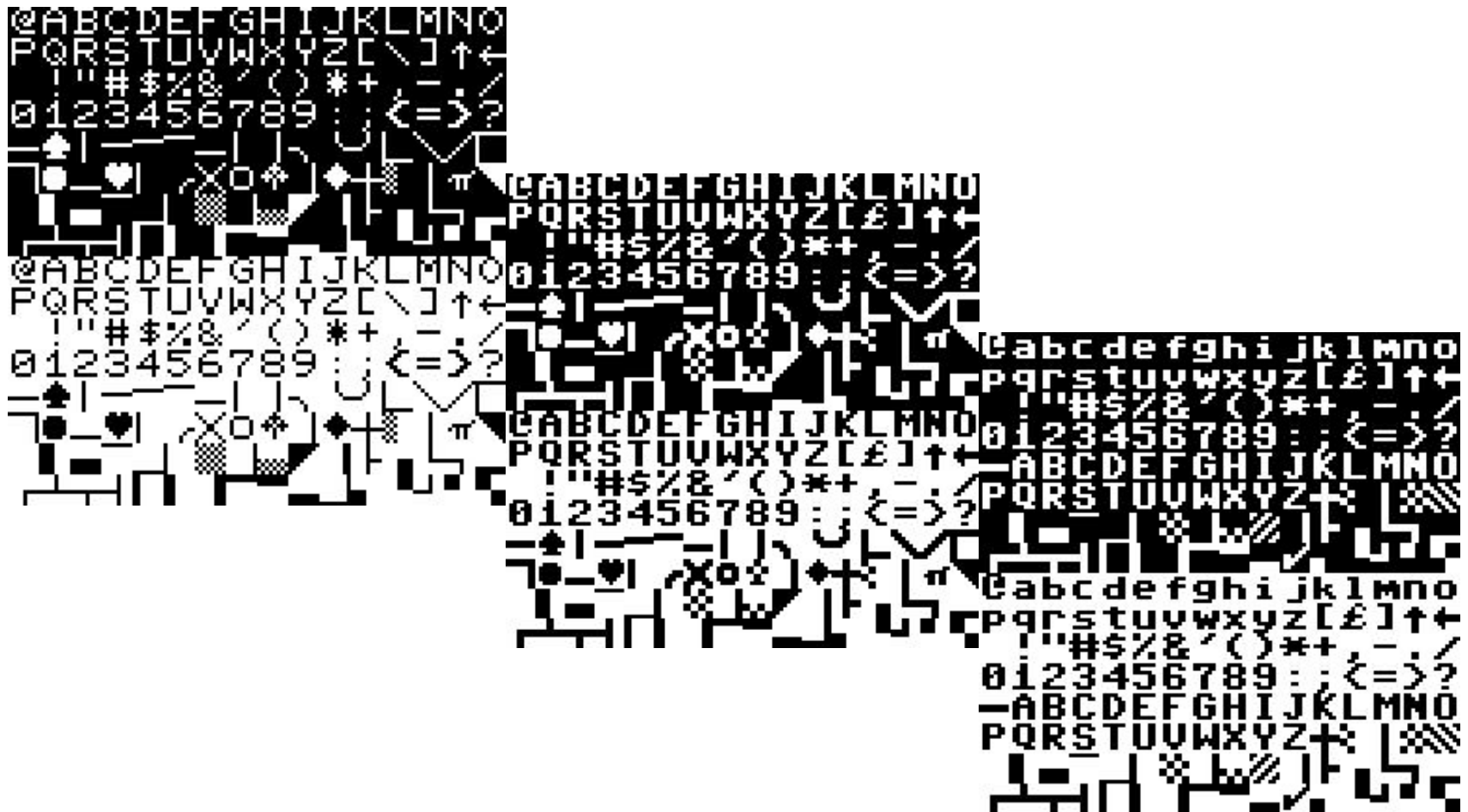
What is PETSCII?



First touch

```
**** COMMODORE 64 BASIC V2 ****  
64K RAM SYSTEM 38911 BASIC BYTES FREE  
READY.  
█
```

Versions: thin, thick, shifted

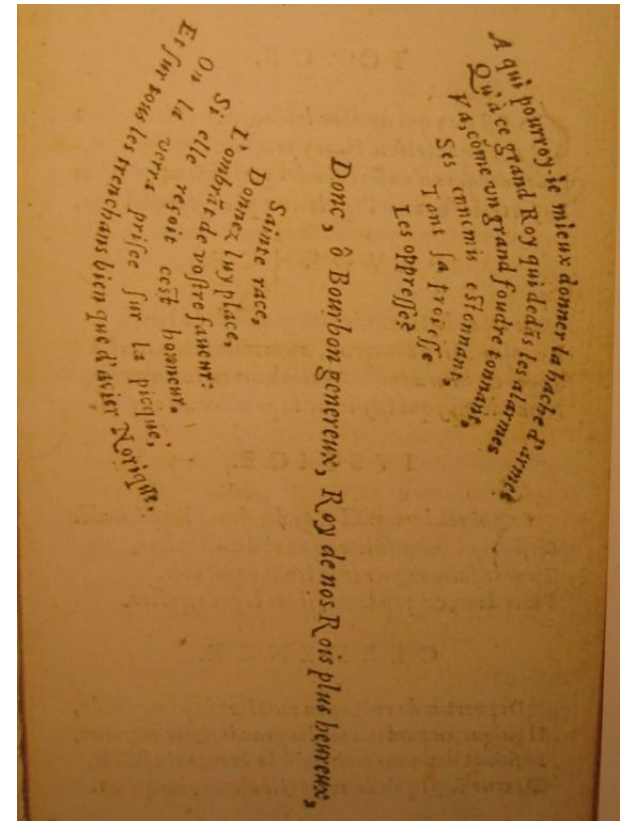


Text art history



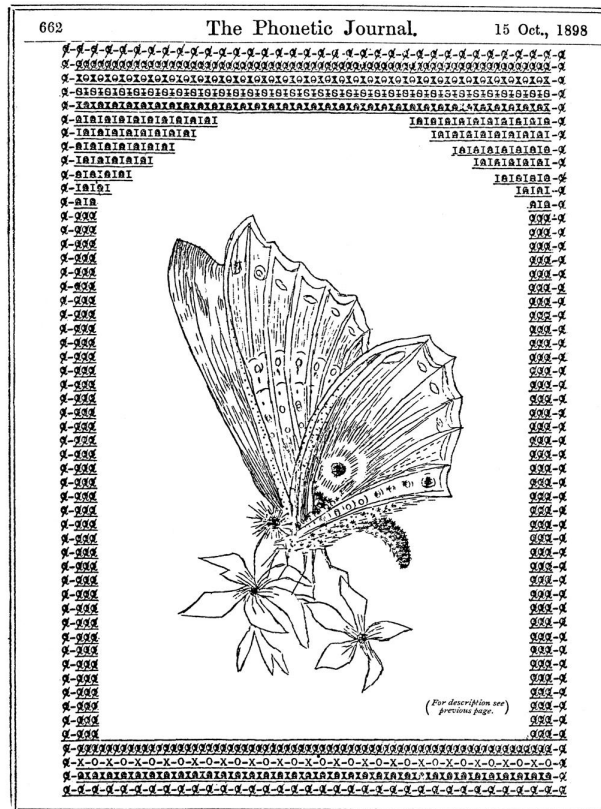
South Coast Peru Paracas Early Horizon 1400-400 B.C. © Daniel Slonim

Peruvian knitting, abt. 1400–400 BC.
Axe, Simmias of Rhodes, 325 BC.



Donc, ô Bonbon genereux, Roy de nos Rois plus benigne,
Sainte race,
L'ombrière de vostre foy,
Si elle recevoit cest honneur,
Où la terre prioit sur la pieque,
Et sur vous les trenchans bien que d'assis
N'ont pas
Ses ennemis esleuant,
I ont la prieste
Les oppressez
A qui pourroy je mieux donner la hache d'armes
Qu'à ce grand Roy qui dedés les alarmes
Y a come un grand foudre tonnant,

Text art history



Typewriter art, Floria Stacey, 1898.

Copper plate engraving, Christian Gessner, 1740.

Text art history



Minitel magazine, 1980s.

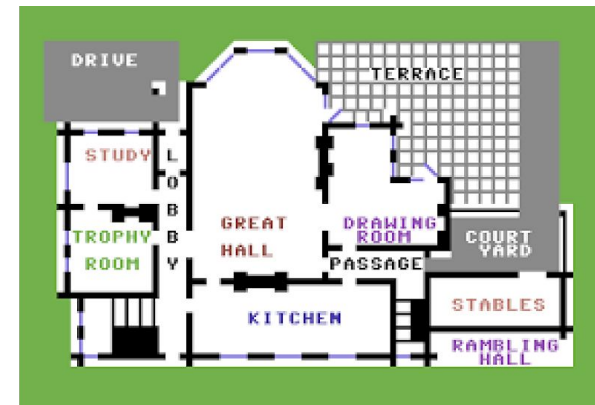
Park Avenue, text-tv soap opera, 1980s.

Examples



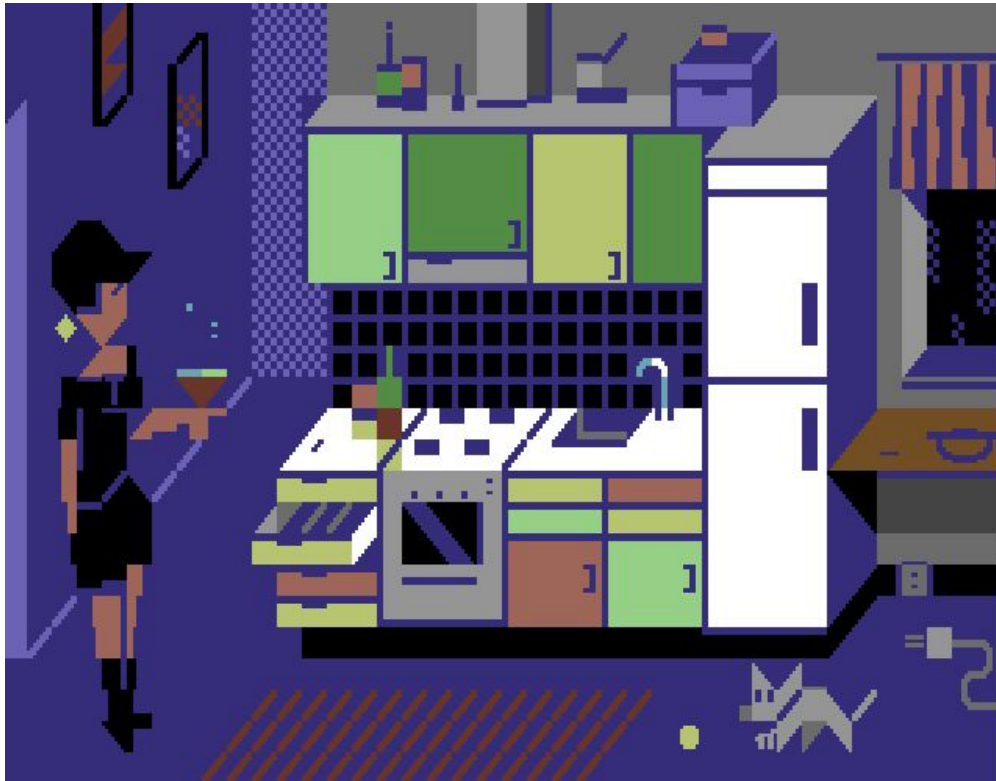
Dog Star Adventure, 1980, “line graphics”.

Examples



Early Commodore 64 games: *Back to Nature*, *Alien*, *Murder*.

Examples



Evening at Home, Dr. TerrorZ. Geometrical forms on a grid.

Examples



Skullbot, Dr. TerrorZ. Cartoon-like pixel graphics and technical show-off.

Examples



Six Shots, Electric. Figurative motif.

Examples



Smiley, Electric. Smooth contours, noise hides character borders.

Examples



Genetic DNA, Shine. Geometrical graffiti logo.

Examples



Some of my own works.

Examples



Not just demos, but games and demos too:
Digiloi and *Nothing but PETSCLII*

Examples



PETSCII disc covers

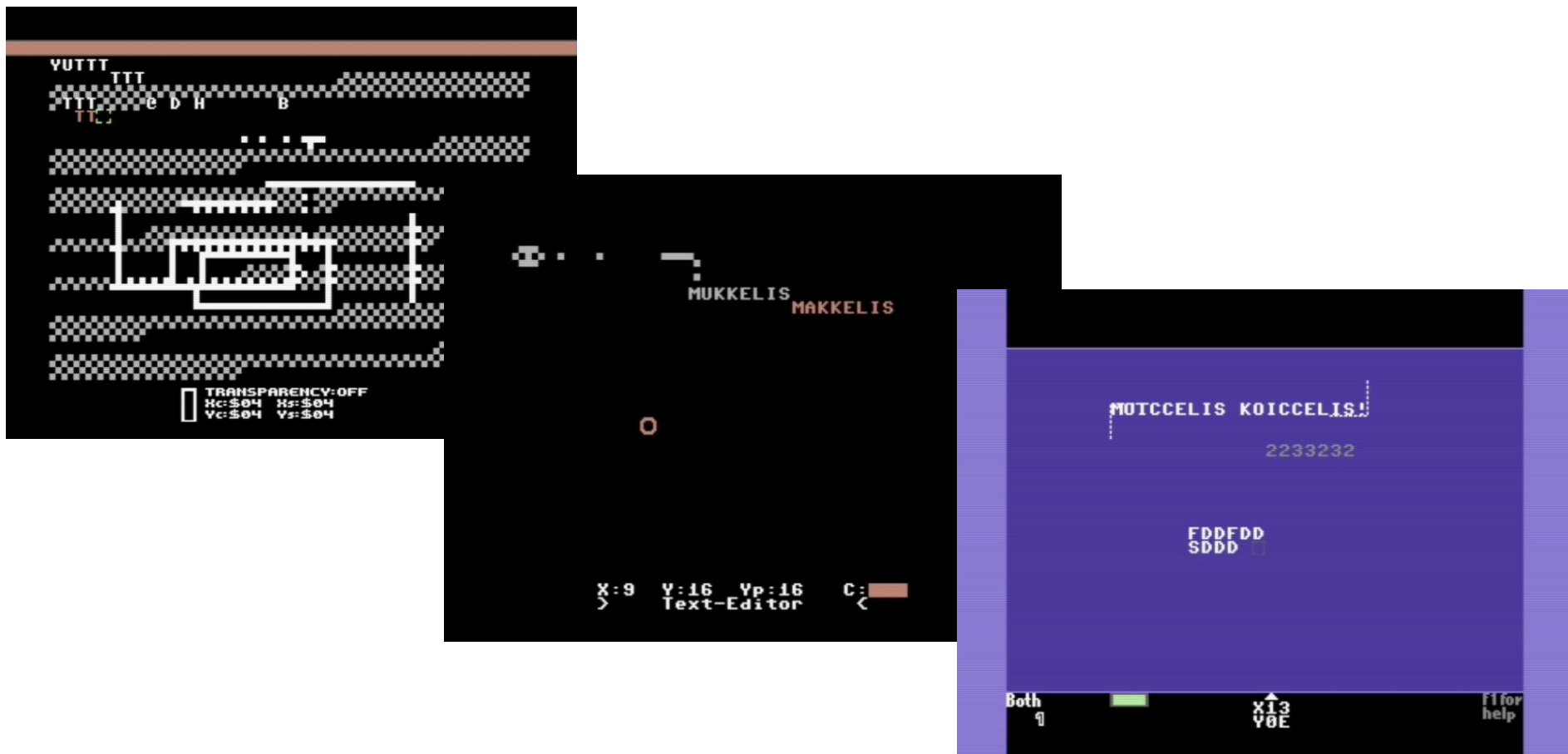
Now and in the future

- PETSCII art is alive, in particular among the demoscene since 2013
 - Zoo-party in Akaa every second year
 - X-party
 - Plain PETSCII competition
 - In addition to real PETSCII also some “fakescii” online
 - Text artist Raquel “AcidT*” Meyers, classic PETSCII and text-tv, but also posters and laser cut pieces – *kybdslöjd*
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Tools

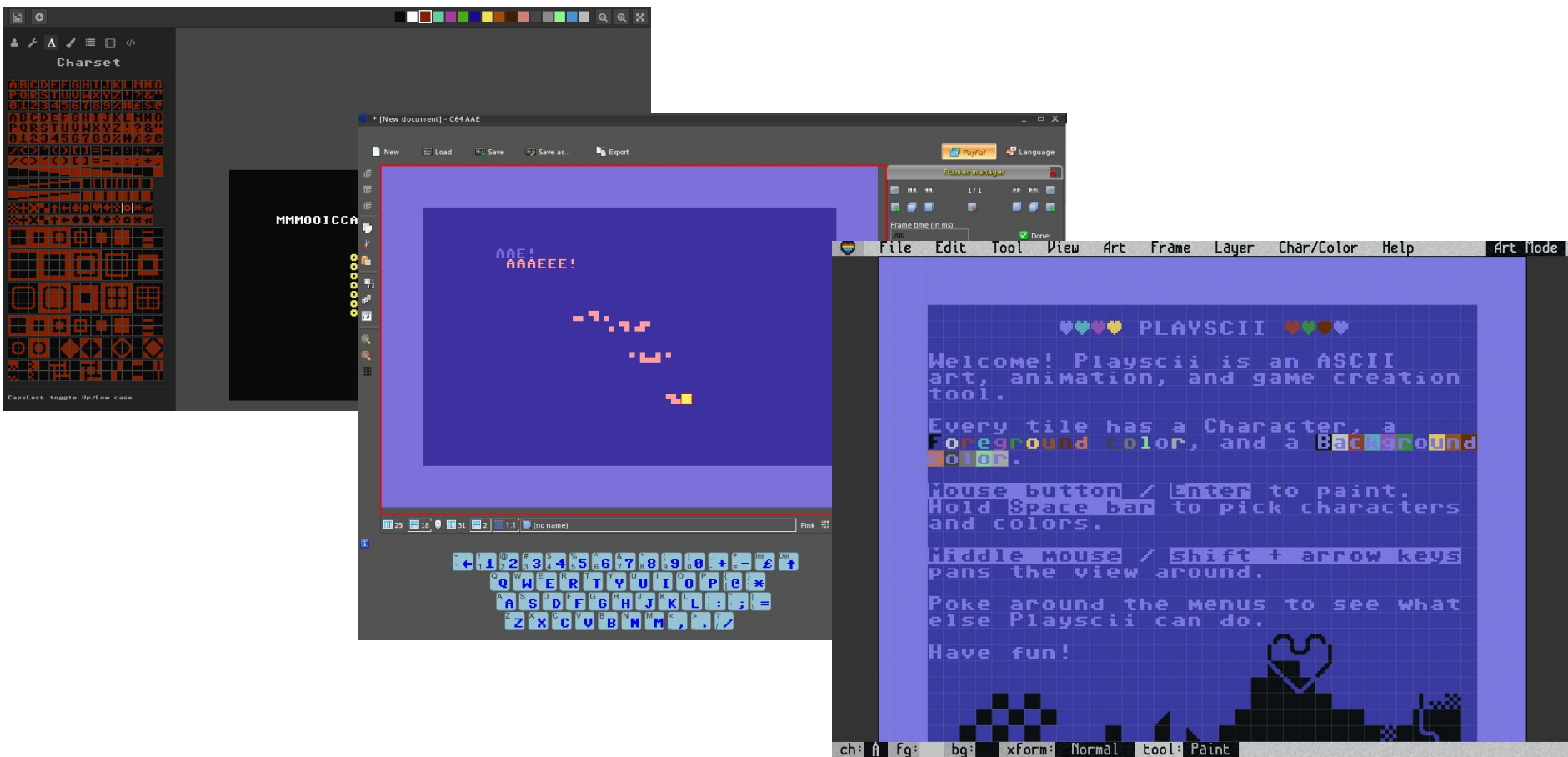
- The BASIC editor will get you started
 - ... but not more than that
 - Old BBS/text editors for the C-64
 - Newschool additions: browser and (usually) Windows based
 - Genuine vs. practical
 - Image converters
 - “Fakescii”
-

Tools



Tyronpaint, Kaleidoscope, PETSCII Editor

Tools



PET Shop Pro, C64 AAE, Playscii

My own editor

- Fall 2013: Plain PETSCII Graphics Competition (CSDb) and Zoo 2013 party
 - Bad or Windows-only options
 - Paper grids
 - One-night project
 - “I’ll just call it PETSCII for now”
 - Inspiration: Deluxe Paint and Wings 3D
 - For own use only at first
 - Files are still C code
-

Wishes, wishes

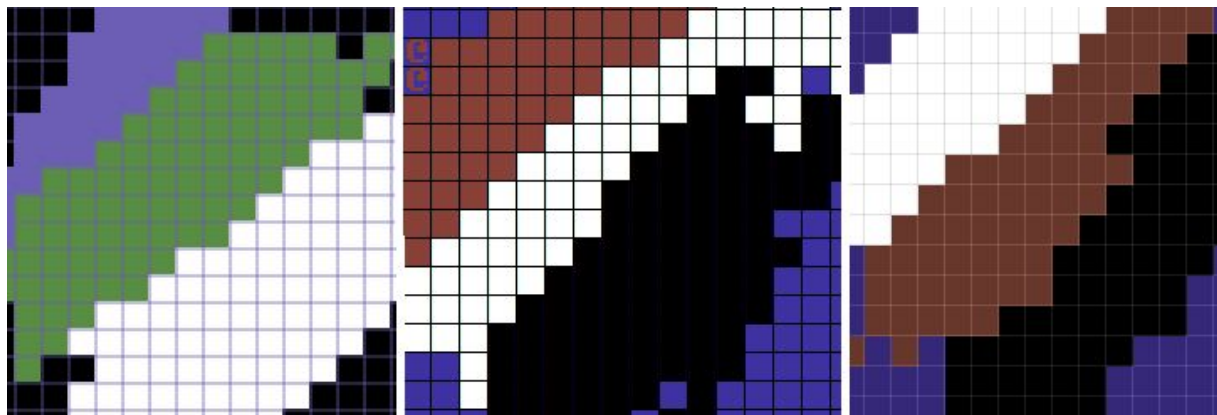
- Maybe useful to others too?
- Graphic artists don't somehow like running software from Processing
- Graphic artists don't somehow like compiling pictures from source code for the C-64
- They *do* like ... png file format, animation, free image size, recoloring tools, default folder preferences, reference images, preview function, image conversion, automatic backups, Mac support, SEQ export, examples, PRG export, freely

Not only C-64

- When basic functionality was in place, it was easy to support other machines too:
 - VIC-20
 - PET lowres
 - PET hires
 - Plus/4
 - Loading other machines' pictures
 - Maybe one day support for other retro computers
-

Design thoughts

- Text graphics are not pixel graphics
 - Layers, scaling and shapes less relevant
 - How to select a character quickly?
- Text and colors are two layers, kind of
- Keyboard vs. mouse
- Grid is tricky



Design thoughts



The default character order is a mess.

Tutorial

The screenshot shows a window titled `/home/marg/Dropbox/petscii/ribbonman.c`. The main area is a grid-based maze. A character, a small green figure with a white 'c' on its head, is positioned at the bottom left. The maze features several vertical brown pillars, horizontal black walls, and various obstacles including green and purple rectangular blocks. At the top of the grid, there are four green rectangular blocks. The interface includes a top menu bar with `< Dup >`, `Cut`, and `< Paste >`. On the right side, there is a control panel with buttons for `Load`, `Save`, `Save as`, `Ref`, and `Preview`. Below these buttons is a color palette with 16 colored squares. Under the palette, the text `pen:1 bg:0 border:1` is displayed. A large ASCII art character set is shown, including letters A-Z, digits 0-9, and various symbols. At the bottom left of the grid, the text `(12,19) 244/$F4` is visible.

Break and then on to drawing!

