

8/24/98

25 things that make me different

- 1 My love for a computer game called DOOM. Doom is such a big part of my life and no one I know can recreate environments in Doom as good as me. I know almost anything there is to know about that game, so I believe that separates me from the rest of the world.
- 2 My dreams. Dreams are one of the most personal things for a person, and I know my dreams separate me from others.
- 3 My car! no one else except my best friend has a little puny car with a RAMMSTEIN sticker on it.
- 4 My bullet ~~is~~ hanging from my rear-view mirror.
- 5 my berserks and zippo that I always have in ~~the~~ my right pocket.
- 6 my backpack. With its customized white out writings.
- 7 I can bite off part of a pop can. ~~is~~ using only my teeth.
- 8 My personal views of other people.
- 9 My first impressions of people.
- 10 my penmanship. I haven't seen anyone else write ~~as~~ *neither* quite like I do.
- 11 my knowledge of fireworks.
- 12 my ~~best~~ knowledge of ~~the~~ conventional/amateur explosives.
- 13 my scars.
- 14 My anger management problems.
- 15 my attitude towards people around me.
- 16 My diversion record.
- 17 my friends.
- 18 my patented way of killing spiders and crickets.
- 19 my nickname, just as long as there isn't too many copy cats out there.

20 My music.

21 My fence signs in my room.

22 the large collection of bullet shells I have.

23 My black box and its contents

24 My family

25 my memories of the past and hopes for the future

2/2/84



8/24/98

25 ¹ most important thing

Doom is so burned into my head my thoughts ~~usually~~ usually have something to do with the game. Whether it be a level or environment or whatever. In fact a dream I had yesterday was about a "Deathmatch" level that I have never even seen. It was so vivid and detailed I will probably try to recreate it using a map editor. It had 3 ledges and a very high tree-house like area also. But describing it would take forever. What I can't do in real life, I try to do in doom. Like if I walk by a small building I would recreate it as good as I could and then explore it. go on the roof, under it, or even shoot at it. The fact is, I love that game and if others tell me 'hey its just a game' I say "Oh, I don't care"

Music, the music I listen to is fairly unique. However, one must remember that in this day and age, it is almost impossible to be original, so I try to be as much as I can, but I always see someone doing what I do except doing a worse job. I like RAMMSTEIN, KMFDM, 242, ORBITAL, and Lorena McKernitt. So mostly techno/industrial or trance music. I like RAMMSTEIN because they are a German band. Since I am learning to speak German, I know what they are saying. KMFDM is a favorite of mine because of the points they are trying to get across. I'm sure there are others who like my music, but hey, I don't care just as long as they respect the bands.

Picture an Earth that has been obliterated by nuclear war and alien attacks leaving cities and military forces in ruins with only a lone marine as humanity's last fighting force. Picture holographic walls, crushing ceilings, oceans of blood and lava, strange ancient artifacts, and horrible sour lemon and rotten meat stench in the air. Imagine being trapped on an abandoned cold steel base floating in space for eternity, a leathery skinned monster roaming under a strobe light waiting for a fight, and astonishing weaponry designed to your special needs. All these places and ideas have been created and recreated many times by yours truly.

It can be hard to be original in our generation, with so many movies, books, published ideas, and songs that can be copied. People can combine ideas from several different fields and mix them into a new trend or fashion but, in reality, it is just more of the same. In order to tell of my creative talents, I must first tell my view on "creativity." My mind is so full of creative, original ideas that sometimes I have trouble keeping them at bay. For the past three years, I have been involved in a computer game called Doom. Even though one might think it is just a game, I believe it is one of the best ways to show my creativity and intelligence.

I believe creativity is a term that is relative to the observer. What one person may think is completely incredible and uncanny, another might think is just more of the same. In reality they both can be correct. I think that about a third of what an average high school student says in one day can be found in a movie or a book. While that student may not be plagiarizing on purpose, someone else might think they are. My point is that, for me, it is hard to describe my creative talents and to be sure that they are original and unique at the same time.

Doom is a first-person "shoot-em-up" style game. So basically, one runs around levels and shoots at monsters with military weaponry. To most people it may be just another silly computer game, but to me it is an outlet for my thoughts and dreams. I have mastered changing anything that is possible to change in that game, such as the speed of weapons, the strength and mass of monsters, the textures and colors used on the floors and walls, and greatest of all, the actual levels that are used. Several times I have dreamed of a place or area one night, and then thought about it for days and days. Then, I would recreate it in Doom using everything from places in outer space with burned-out floor lights and dusty computers to the darkest depths of the infernal regions with minotaurs and demons running at me from every dark and threatening corner. I have also created settings such as eras of ancient abandoned military installations deep in monster-infested forests with blood stained trees and unidentifiable mangled bodies covered with dead vines and others that portray futuristic military bases on Mars overrun with zombies that lurk in every corner. These places may seem a bit on the violent side and, I assure you, some of them are. However, many times I have made levels with absolutely no monsters or guns in them. I have created worlds with beautiful, breath taking scenery that looks like something out of a science fiction movie, a fantasy movie, or even some "eldritch" from H. P. Lovecraft.

Now, I know that other people are just as creative or more creative than I am, but I believe that I will always be the best at Doom creativity. In this day and age it can be hard to find a skill that can be completely dominated and mastered or a skill that almost no one else has. This is why I choose a simple computer game to express my talents.