nekozine

issue1



NEKOZINE 2025 ARTISTS

2-3 - Shoebby - lexie.land
4-5 - bentoattack (design by TM) - shadowball.nekoweb.org
6 - Toasty - toasty.place
7 - Alayna - taptroupe.nekoweb.org
8 - Rayn - rayncoat.nekoweb.org
9 - Samuel - sammitopl.straw.page
10 - AX - oversurge.nekoweb.org
11 - Esther - garyswod.net
12 - Seal - soulwebb.ing
13 - Neo - nopressure.nekoweb.org
14-15 - Tellars - tellars.nekoweb.org
16-17 - PercyCho - percycho.net
18 - kkzero - lilbunny.nekoweb.org
19 - Gre - link
20 - aspens - testtubesterone.nekoweb.org
21 - Supers0apy - supers0apy.art
22 - 0 - 00010010.org
23 - Marsh - marsh.nekoweb.org
24 - Mechagic - mechagic.party
25 - Pyrus - pawpyrus.art
26 - Noodle - noodlenoodlenoodlenoodle.nekoweb.org
27 - BIOFREAK - biofreak.world
28 - Ena - link
29 - Poundtoundhound - poundtoundhound.org
30 - Glassjungle - glassy-website.nekoweb.org
31 - Dee - deedeedee.ca

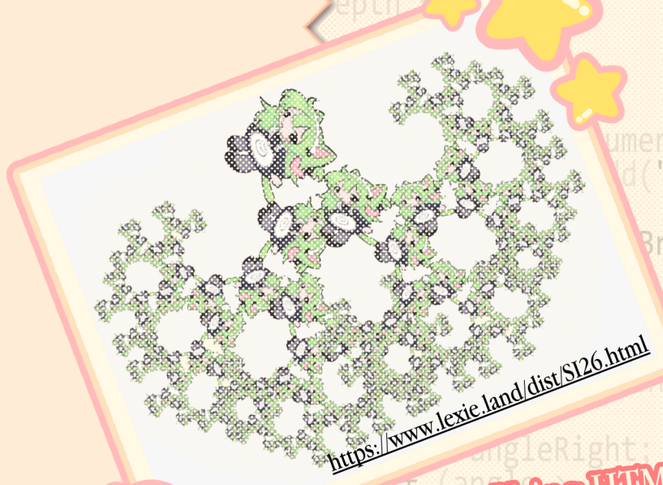
ARTISTS - CONT.

32 - nicrinu - nicrinu.moe
33 - Shadane - shadane.rf.gd
34 - Rubisdubis - rubisdubis.nekoweb.org
35 - TIVE - tive.nekoweb.org
36 - NezumiMaus - nezumimaus5.nekoweb.org
37 - Foolcrum - foolcrum57.nekoweb.org
38 - Kalinzero - kalinzero.com
39 - DEMGOZÉ - demgoze.nekoweb.org
40 - Yuru - cannibalcat.club
41 - Daydreamy - virtualmenhera.nekoweb.org
42-43 - Xircuitry - cd-03.nekoweb.org
44 - Melonsoda - melonsoda.nekoweb.org
45 - Lalli - lalli-land.nekoweb.org
46-47 - JB (design by Samuel) - jbc.lol
48-49 - Robin - robinsaviary.com
49-50 - Ace - wvr.moe

COVER - Flagz - flagz.nekoweb.org
COVER ART - Guts - gattsuchan.neocities.org

Thank you to all of the artists who submitted a piece for the NEKOZINE. It was a joy to work with you all, and I hope you had fun. Look forward to more Nekozine in the future ^o^
- guts

Recurse(x){
Recurse(x-1);
Recurse(x-1);
}



<!-- Using HTML and CSS to make fractals -->

This past trimester I've largely spent ignoring most-if-not-all things related to uni. Instead I opted to obsess over fractals; specifically binary trees!

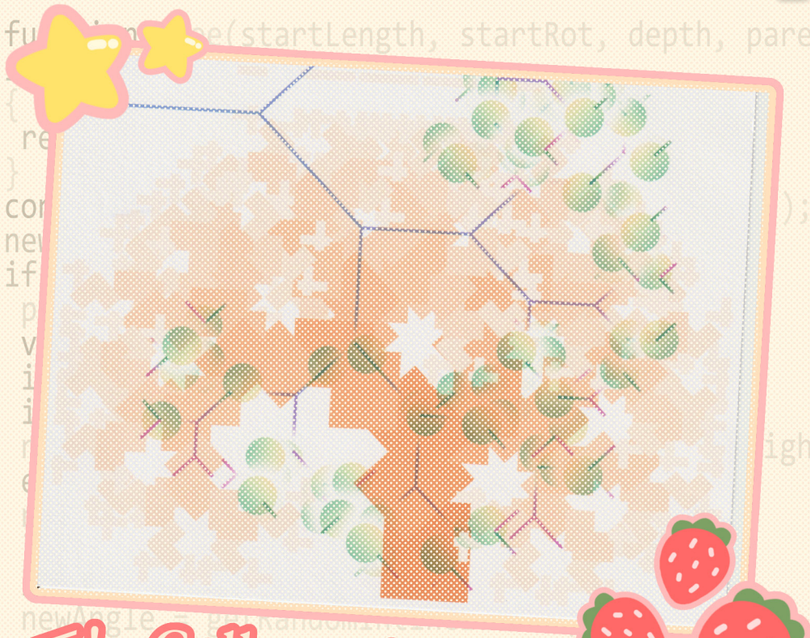
This voyage took me from drawing them using HPGL pen plotters, to PostScript, and eventually to thinking if I could generate these fractals using HTML and CSS as the primary drivers.

Turns out it's quite possible! Primarily thanks to how the position and transform properties work. Not without JavaScript however, or atleast not as far as I could figure out.

<!-- Collages -->

Using this webpage I started making collages of different fractals. I CTRL +P the page after finishing the fractal and print it on a thick piece of paper (250 GSM worked the best for me). Then, when finished with another fractal, I print that one on the same piece of paper, in a way putting another layer of recursion into the whole process!

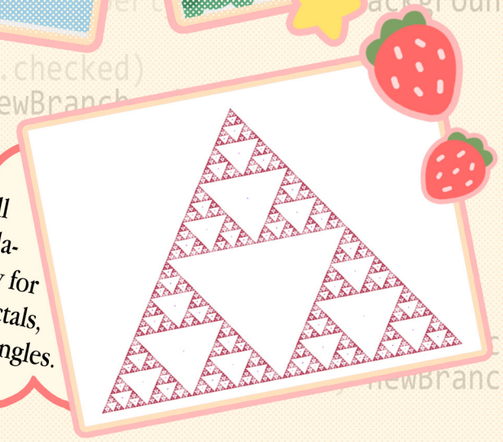




<!-- Gallery -->







Fun Extra! Doing all this stuff made it relatively easy to reapply for different kinds of fractals, such as Sierpinski triangles.

<!-- A Recursion Step-By-Step -->

Recursion in programming refers to a method of solution, where functions repeatedly call themselves from within their own code blocks. An example of this would be the following:

```
function Recurse(depth) {
if (depth == 0) {
return;
}

// do stuff

Recurse(depth - 1);
}
```

One problem that can be solved recursively, for example, is drawing a tree. Since a branch's position, angle, and size are dependent on a much-similar parent branch you can repeatedly call the same function while modifying the passed values step-by-step;
The parameters are the same, it's just the values that are different.

```
function Tree(
angle,ratio,depth
) {
if (depth == 0) {
return;
}
// create branch
// rotate branch
based on angle
// multiply inherented
length by ratio
Tree(
angle,ratio,depth-1
);
Tree(
-angle,ratio,depth-1
);
}
```

All it needs besides these is a so-called 'depth' value, which essentially is how often the function should be repeated. From there on you're set!

(And don't forget to have fun, be yourself, and implement a function exit condition!)

Sleep Cycle in Two Frames

Bentoattack

Somehow, I always end up back here, 30 pixels from the top, 0 pixels from the left, clinging to the wallpaper like my life depends on it. My absolute positioning hankers back to the age of old, where cats were revered, love given undivided and unconditional… because I am absolutely certain of my position in people's hearts. I'm cute! Kawaii, even. Who wouldn't love me?

It's not easy being a cat like me. Being me requires dedication, patience, the guts to even cling to the wall in the first place! And this weird, innate ability to tell when a mouse appears. You see, they're nothing like the permanent fixtures of my home: nothing like the 11 point MS PGothic font that grows aplenty, nothing like the vibrant, ever-changing banner to my right, nothing like the hyperlinks that run amok in the webpage. They'll appear out of nowhere - typically black with a white rim, but sometimes decked out in a smattering of colors - and for the briefest of moments, they remain at a standstill.

I wait with bated breath.

And then they start moving away and I run run run after the pointy triangles because I! Am! Oneko!!! A 32 pixel by 32 pixel beast of pure tenacity and a hankering for mice more electronic than not. I run and I run and sometimes I end up running in circles chasing my prey - these pixel masses - around and around.

Sometimes they wait, paused upon the pixelated landscape of my world only to take off again into the distance once I catch up to them. It doesn't take much thought for me to break into a run from my sitting position where they just were, covering ground as fast as I can to chase, to stalk, to hunt my prey.

But all good things must end - say I, the witness of a webpage reload. Eventually, they disappear, and so my world grows a little quieter. A little sleepier. I doze contently, dreaming digital dreams of virtual fish; a fickle sleep cycle in two frames.

NEKOWEB
The Internet is For Cats.

「終了タグ」を忘れないように。

Don't forget your closing tags.

NEKOWEB!

The internet is for the cats!

RAYNCOAT

① ねこジーンの初版

ねこぶっく

(=^_^= ★·°◎。·☆(¯∀¯)

nekowebウェブサイトは、新しい追加コンテンツ「nekozine」をお見せできることに興奮しています！でも、nekozineって何？

それはアートプロジェクトだ!!
本当にクールなものだ！

Σd(ﾟ∀ﾟ)!!

新book
a part of nekoweb.org

新bookの新しいマスコットキャラクター「あたちゃん」!!

(e^_^e)/

可愛いですね!!

original artwork by sammitop! for nekoweb's nekozine

2人の新しい女の子、そして彼女たちはnekowebとatabookのマスコットキャラクターです！これから何が起こるのかワクワクしませんか？素晴らしいnekowebのZINEを読み続けてください！(o^‿^o)/

すごいねえ!!

新しいnekowebの女の子、かわいいでしょ？

rouble?

on't forget to CTRL+SHIFT+R
fore consulting the oracle.

Reload

PLASMA.bat

Trash

Trouble?
Don't forget to CTRL+SHIFT+R
before consulting the oracle.
Reload

Nekoweb!
the web is for cats

Nekoweb. The web is for cats. What a Mokou-approved, asmo and especially plasma creation of the web. But something stronger than its Ultimate-Express heart is its SOUL, the community in the middle of complex code and amused observers. From nigh-universal wide-eyed speech to just plain Discord, it has gone from Neocities' catty clone to the big new community. And now it has its own zine.

dimden book
make a website!
guestbook

NekoWeb

Vol. 1 | Summer 2025

"Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua."
~ Kuro, 2025



The Internet is for Cats !

Nekoweb is a free static website hosting service, created in 2022 2023 2024 by a group of coders, programmers and artists, passionate for the old web and personal websites.

Art by sealkieche



THE INTERNET IS FOR CATS

even when
we are miles away
from each other ....

actually we are just
one handshake
away!

Internet's

Order

Of

Operations

Packet Encapsulation:
Net Access -> Internet -> Transport -> Application!

Digital Certificates:
Root CA -> Intermediate CA -> User Certificate!

Privilege Rings:
Kernel -> Device Drivers -> Applications!

States of Matter:
Solid -> Liquid -> Gas -> Plasma!

HTML Elements:
html -> body -> div -> text!

NekoWeb
The Internet is for CATS!

The internet is for the CATS

made this

153 Name: (> ワ<) : 1993-09-7202 18:58

I like milkshake!

slrrrp

Hmm, tastes like prion disease...

154 Name: (> ワ<) : 1993-09-7202 19:20

(´ω`) And the great circle of life rolls on.

MY ANTI DEPRESSANTS JUST KICKED IN ! FANTASTIC !

GAY!

vroom vroom!

This is my final form!

新bark

woof woof!

« Back to website

Name:
Anonymous

Email:
Optional, will be only visible to guestbook owner

website:
Optional

Message*:

Say something nice

Send

site map

gallery

C:\Users\Aspen\Downloads\multiChat.exe

aspens, 17:21:52: creating a website is something that wei believe everyone should be doing
aspens, 17:22:05: its easy, its fun, its free. it helps you build an understanding of how the web works
aspens, 17:24:09: our website is a template; you dont have to make everything from scratch
aspens, 17:26:08: if you see things on other peoples' sites that you like, send them an email!
aspens, 17:26:30: it never hurts to reach out,, have as much fun as you possibly can
aspens, 17:26:45: create a space on the internet that is uniquely yours
aspens, 17:27:58: not constrained by the limits of a web app
aspens, 17:28:08: make something fucked up with html and css
aspens, 17:28:16: and even javascript if you're feeling nasty
aspens, 17:28:26: JUST HAVE FUN!!!! THATS WHAT THE WEB IS FOR GOD DAMN IT

i render therefore i am

The Internet is another planet

I ♥ MY BRICK

give me your fucking money

cyberdyke

MONSTER ENERGY

aspens.

ネコウェブプレゼント…

ネコ
メイド関茶!

@supers0apy

入場無料!!

2025年7月7日

YOUR FRIENDLY GUIDE TO MANUAL IMG EDITING!

STEP 1

First, you want to set up a new console project with dotnet. For this tutorial I've called mine "graphix". Next you want to install SkiaSharp. This can be done easily by navigating to your project directory and running:

```
nuget install SkiaSharp
```

I'm using version 3.119.0.

STEP 2

Let's start with something simple. This image here is going to be our victim today, illustrated by yours truly.



We first want to open the image as a stream, so we can later pass this into SkiaSharp.

```
FileStream src = File.OpenRead("file");
```

Next let's pass this stream into SkiaSharp and export the image.

Start by creating a function, (I have called mine Test,) which takes FileStream as a parameter. Inside the function, decode the stream into an SKBitmap.

```
public static void Test(FileStream src)
{
  SKBitmap pixelData = SKBitmap.Decode(src);
  ExportImage(pixelData, "test");
}
```

STEP 3

Then, create another function (which we'll call ExportImage), which will handle saving the image. This takes SKBitmap and a string for file name in as parameters. In this function we will open a stream for writing, encode the bitmap into a file format, and save it to disk.

```
public static void ExportImage(SKBitmap pixelData, string filename)
{
 string exportPath = "exportdir";
 FileStream dst = File.OpenWrite("export\\" + filename + ".png");
 pixelData.Encode(dst, SKEncodedImageFormat.Png, 10);
 dst.Close();
}
```

STEP 4

Now the boring part's over, Let's mess around! Go back to your test function, and after decoding the image, add a loop that goes through every pixel. Here is where we will be doing crazy stuff (just maths). I've left you an example to the left, feel free to tweak it and have fun! Below are some examples of results I've gotten from tampering with the rgb values.

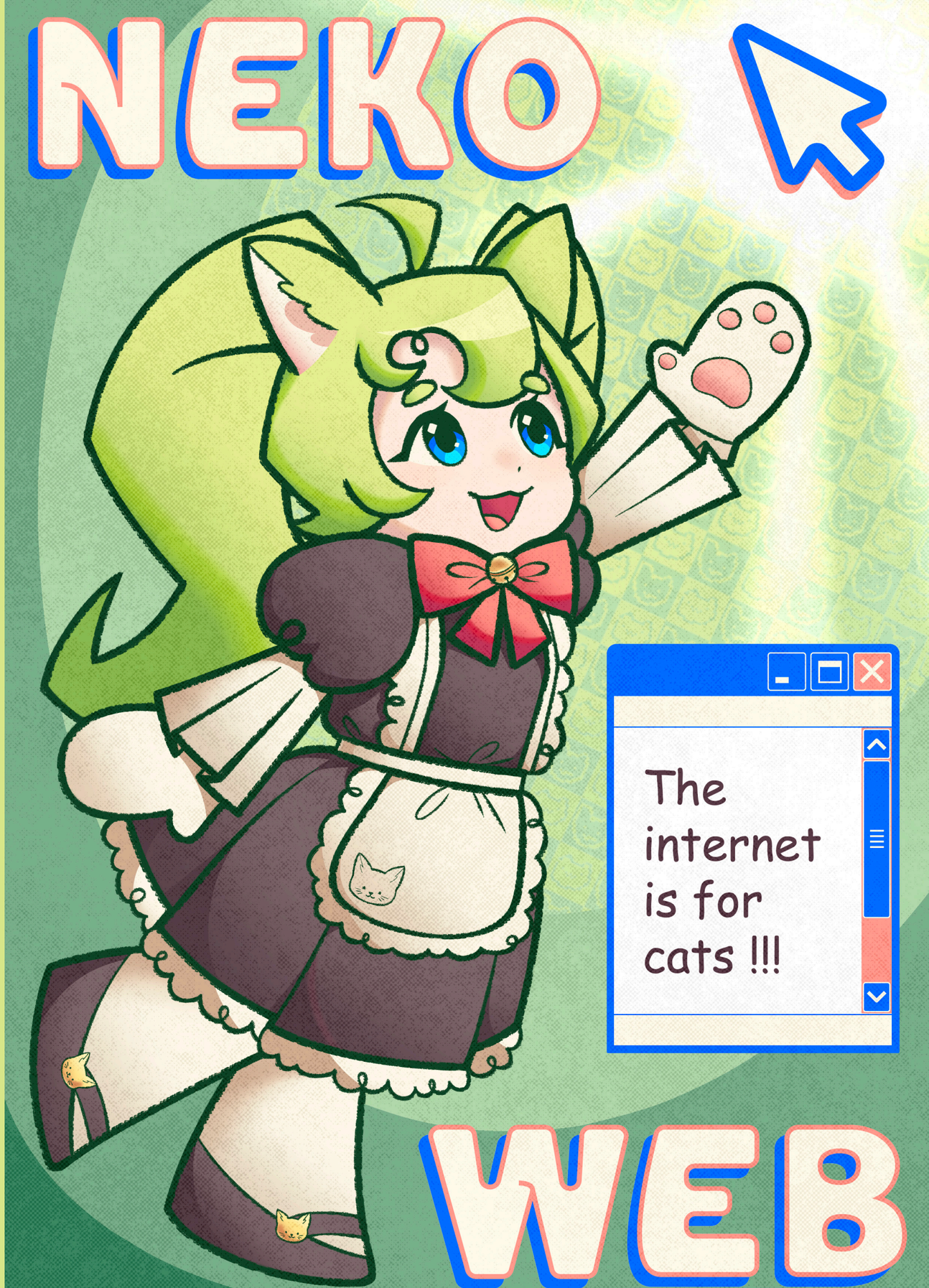
```
for (int x = 0; x < pixelData.Width; x++)
{
  for (int y = 0; y < pixelData.Height; y++)
  {
    SKColor pixel = pixelData.GetPixel(x, y);
    // add some maths here! eg. pixel.Red * 1.4
    byte r = pixel.Red;
    byte g = pixel.Green;
    byte b = pixel.Blue;
    pixelData.SetPixel(x, y, new SKColor(r,g,b));
  }
}
```





Thank you for reading, and enjoy the rest of this zine!

NEKO



WEB

NEKO

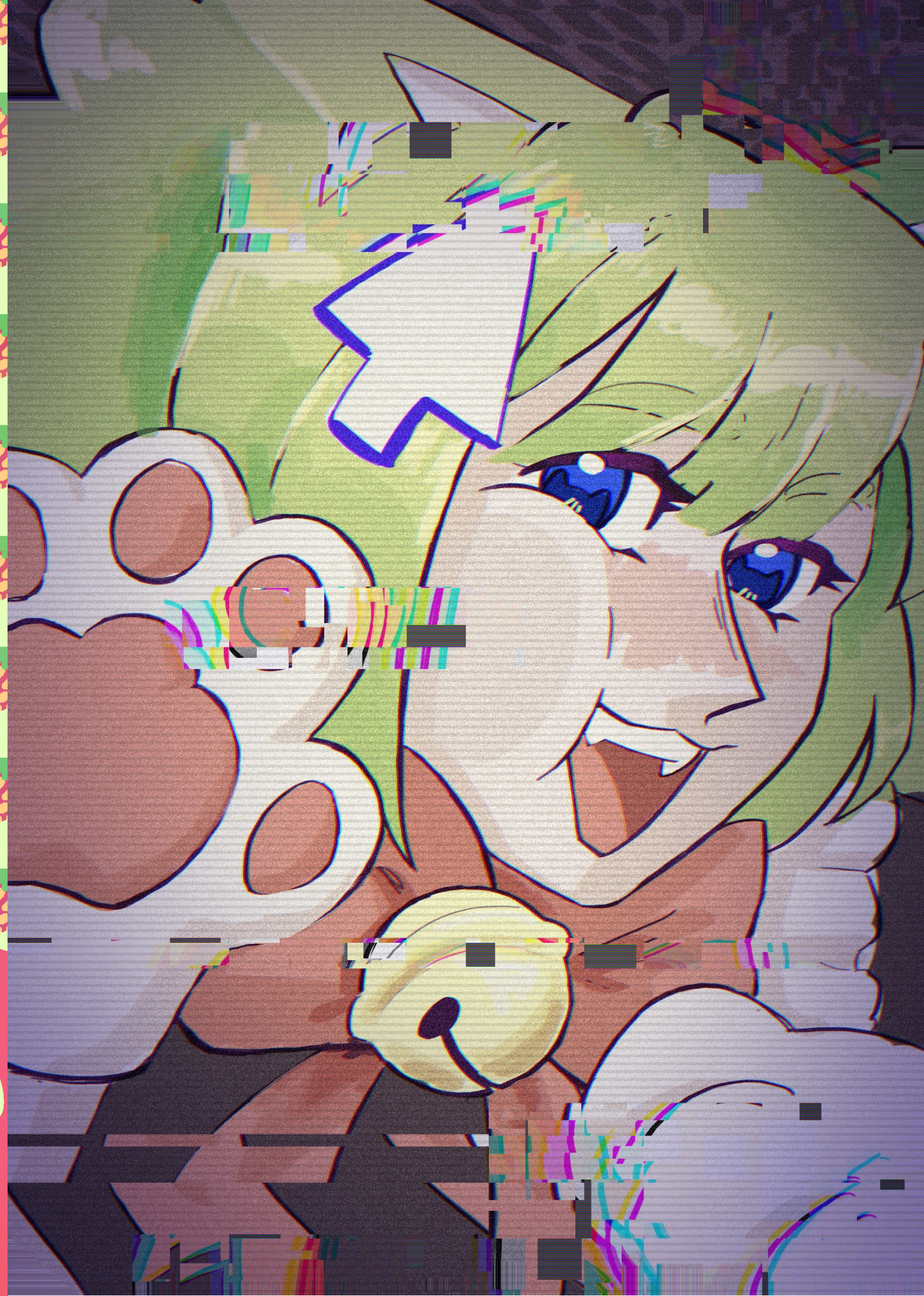
nekoweb.org



atabook.org



.ORG



SILENT HILL 3

Dreamca

SLEEP MODE

A

B

me.

big mouse

big mouse

ボットは猫のためのもの！

charse
http-equiv UA-Co
name="viewport"
le>Not found.</tit
</head>
<body>
Page was not found.
</body>
</html>

NEKOWEB.ORG

THE INTERNET IS FOR CATS

REGISTRATION

Site-name .nekoweb.org

Email: email@gmail.com

Password: Password See

☐ I agree to the Terms of Service and Privacy Policy

JOIN NEKOWEB!

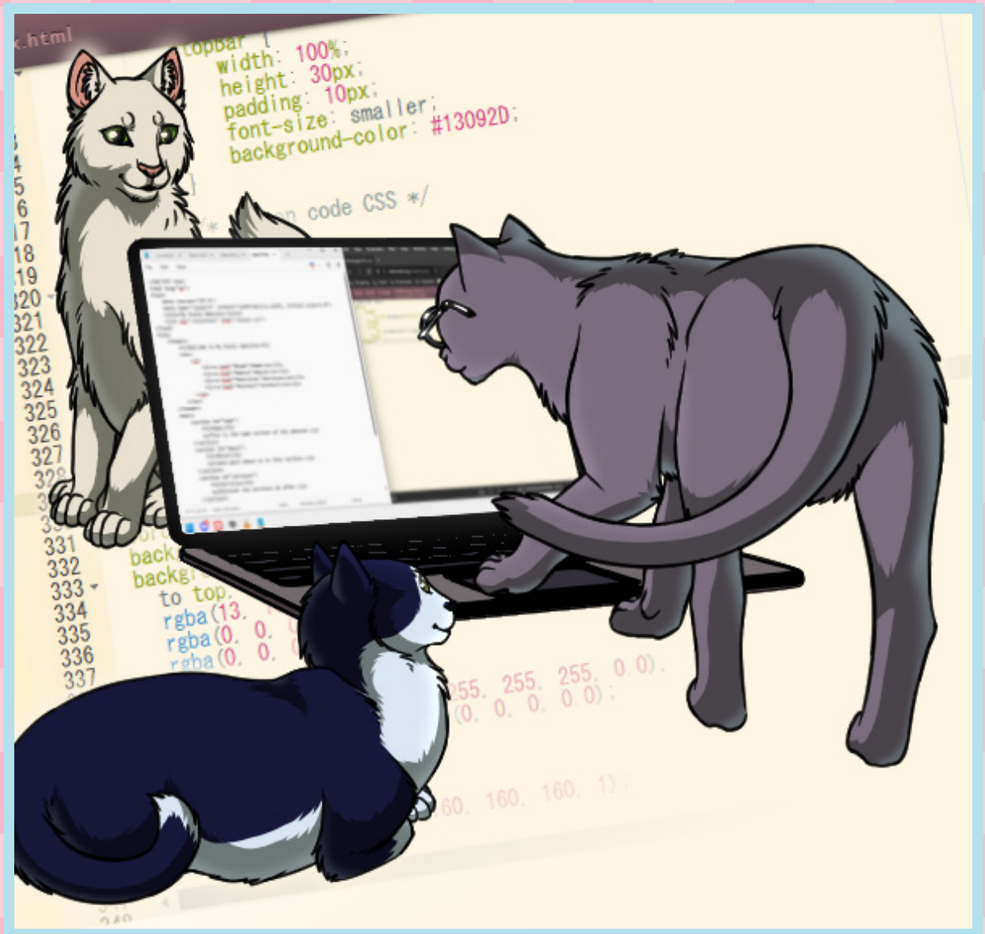
Chrononovels

>NEKOWEB


I CAN HAS
NEKOBURGER?
GLASSJUNGLE






width: 100%;
height: 30px;
padding: 10px;
font-size: smaller;
background-color: #13092D;
code CSS */


<html>
<head>
<title>meow</title>
</head>
<body>
 meow meow meow meow meow
meow meow meow meow meow meow
meow meow meow meow meow meow
meow meow meow meow meow meow meow

</body>
</html>


THAT'S PLASMA!!

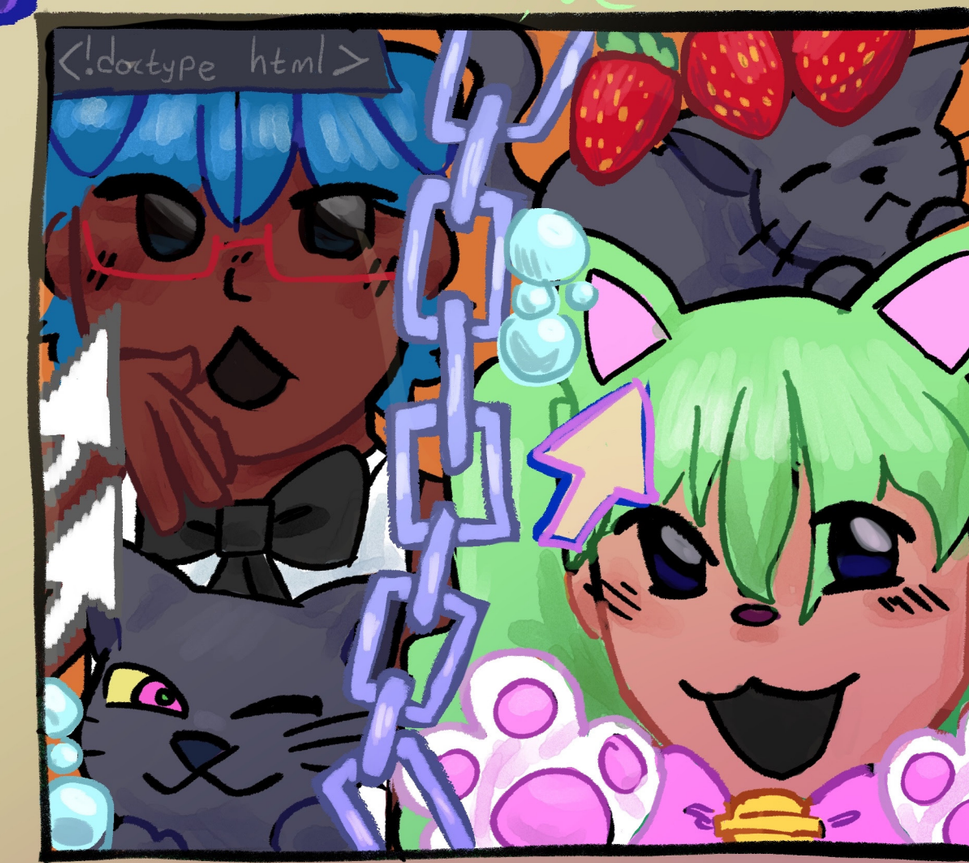
NEKOZINE

KAWAII!!!

WEB-TAN >-<

nekoweb:

THE NET



is for

CATS

Inside these synapses our worlds, far apart, convene like fireflies, moths at the break of dawn

Nursed from a cacophony,

Trembling Singularity,

Eminent instrumentality; of our conjoining and melding together

Rooted among the flow of our trillion others we are lost

Nurture that which has value to you

Emanate it, inherit it to your essence

Take this journey, alien to you, yours to make

FOR you can witness, you can speak, you are here, you are special

Create that home for you and that which you love

And i promise i will be there when you must be that spark in the endless sea of endless neurons

To fate's grasp, the strings between these webs become monuments of who we are and how we lived

So make your mark in whatever way you can, even if those words are the last things you say

NEKOWEB

ネットは猫のためのものだよ！

You are creating your next life right now!

Convinced of the Secrets of The Universe.html

(how many versions of you are there?)

Text File Editor - README.TXT

File Edit Sizes Window

THE INTERNET IS FOR CATS!

Recycle Bin

start

BUILD A WEB-TAN

1. Plan
2. Build
3. Style
4. Launch!

ANATOMY OF ATA-CHAN

Ears
RAM
CPU
SSD
MOBO
PSU
CAM
Paws
Tail

cd-03.nekoweb.org/

404

Oops! Page not found.

The web died for your sins

Die Ähnlichkeit ist unheimlich. [The resemblance is uncanny.]

Buttons

Stamps

Er ist ein charmanter Straßenjunge. [He's a charming street rat.]

Welcome to the INTERNET

A Nekozine entry by jb (jbcarreon123.nekoweb.org)

Credits: Aislyn, Dean, Ivy, and July for answering the interview questions
June (of Layercake), and Cicadaqueen for helping to form the final questions
SammitoPL and Scytheisizer for the art



districts.nekoweb.org

Nekoweb Districts is technically unimpressive by all accounts. It was made in like a weekend, and It's not an original idea either - site directories organized by "districts" have existed for years, and yet despite this, it's one of Nekoweb's top projects.

For many, getting started is the hardest part. I think Districts is a demonstration of what is possible once you overcome that step. It's still messy and bad, sure. But it has its own little community of indie web participants now.

First off, can you tell us a little bit about yourself?
I'm Aislyn Weaver, creator of Districts - Nekoweb's most followed project. I also run a loosely defined creative collective called WVR.MOE. We make websites in Microsoft Excel, build bots, host convention panels, run the occasional fundraiser, and do other nonsense. It's dumb. It's fun. Check us out at WVR.MOE.

What made you want to create a website in the first place? What is the main goal of their website: is it art? personal? for writing? to connect with others?
Site directories like Nekoweb Districts exist to connect. The web is vast - and real people are often buried under centralized algorithmic media feeds, bot networks, and AI sludge. The reason I first made it is... well, frankly because no one else had. (; ^.^)

Do you have an audience in mind when making your website? What audience is it aimed towards?
Districts is for everyone on Nekoweb. Anyone with a Nekoweb subdomain can list their site. It is as much yours as it is mine, so I encourage you to join in by listing your site! (´o≧∇≦)o

What tools do you use to make your site? What languages and/or frameworks do you utilize?
Nekoweb Districts is pure HTML and CSS, built on a static layout generator. Every single listing is hand-coded with love. \(。> ᵕ <。)/

How do you come up with the design of your website? How does it go from its first conception -> its finished product?
Aesthetically, Districts riffs on the old Nekoweb homepage. I borrowed its colour palette in an attempt to ground the site in the Nekoweb community.

Wiki.Nekoweb.org

Source of infomation for Nekoweb/ Documenting Nekoweb and it's history. Uses git and the nekoweb api for controlling the site. Is responsive.

First off, can you tell us a little bit about yourself?
Hey, I'm dean. I'm a programmer, I like to develop stuff, browse personal websites, forums and such. I enjoy reading stuff related to history and archiving. Other things I enjoy doing are reading books, and listening to cool music.

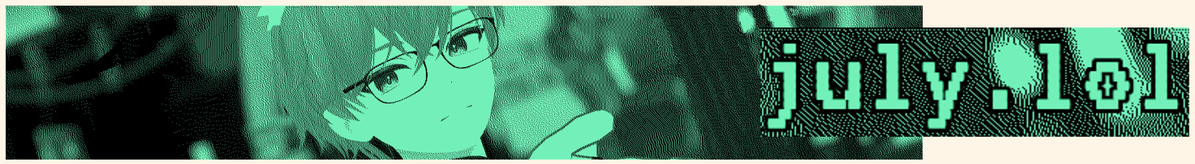
Would you recommend other people make websites? If so, why?
Yes! It is very fun to do, you can design your site in any way you want, you can make your site personal or about a certain topic, it is all up to you!

How do you feel about your website now? Do you think you have improved compared to previous versions? Are you happier with it now?
I'm quite happy how it turned out! It has certainly improved from the first layout. The current has a dark theme and mobile friendliness, which the first one lacked.

Are there any people or websites that you really liked or inspired you?
Most kawaii-ish themed websites were the inspiration for the current wiki layout. I don't know anymore which specific sites it were, though..

What have been some experiences you've had creating a website?
Sometimes I just design a site because I have a really nice design in mind. Most of them never make it to the internet..

I mostly self taught myself HTML/CSS, although I have not learned HTML/CSS fully. I have started on JS, but have not finished it and know a bit of it. This is mostly because of my ADHD. I jump from one project to another.



First off, can you tell us a little bit about yourself?
Hello I am July, the webmaster for july.lol. I enjoy outer space a lot, I'm a hobbyist photographer, I play a lot of video games (especially VR), and I'm a huge fan of music.

What made you want to create a website in the first place? What is the main goal of their website: is it art? personal? for writing? to connect with others?
There was a friend of a friend of mine who had a website in their bio and when I visited it, they had Yesterwebring at the bottom and I was like "Wtf is Yesterweb?"
I felt like I found the missing nostalgic piece of myself that I had been looking for for years. Originally, I wanted my website to be a place to show off everything I've done but now it's sort of a mix between a personal site and what I've made.

Are there any stuff you want and/or plan to add but haven't been able to for any reason?
I really want to redo my music player at some point. I also have to rearrange a lot of the pages because some of them have stuff in it that doesn't make sense, to me anyway.

What would you like to say to the person reading this now?
Your place on the web is yours and yours alone. You don't need approval from others to put what you want on your site. Do whatever you want!

My site is my own personal site for things that I enjoy or enjoy making. It has a terminal-like style and there's a few things that I've made for people to enjoy that my music player and a solar system simulator. It's somewhat mobile responsive too (although some pages aren't).



ivrry.nekoweb.org

there's not much to be said about my website other than the fact that it was my 11th major redesign and the fact that it was built with ✨rust✨.. so sorry bwahaha

First off, can you tell us a little bit about yourself?
hello!! i'm ivy, or.. noelle?, or i'm not sure you can call me whatever really ~_~" i make little websites and do funky things on the interweb and that's pretty much the gist of what i do :3

What are some challenges you've had to deal with?
i think like, my biggest challenge in creating my current iteration is that "how do i make this design sustainable enough to not warrant a new redesign?", because as of writing this right now; ivrry is the 11th major redesign in my whole website-making journey.

What tools do you use to make your site? What languages and/or frameworks do you utilize?
for my site, i initially went with a jankily taped-around self-made SSG written in python, but as of recently i decided to rewrite the whole thing in Rust just for the sake of doing it. i think that's really funny bahaha

Are there any people or websites that you really liked or inspired you?
bwahaha if i had to list them it would probably be a very long article, but shoutout nat.envs.sh and zelo.dev for initially inspiring the current iteration of the site

Texture Filtering

How the heck does it work??

robinsaviary.com

Hi! My name's Robin!

From Robin's Aviary!

Welcome to the hall of textures!

The graphics that make up everything we see!

I mean, Here we have the perpa- the original texture.

Well, technically it's been scaled up with Nearest Neighbor!

RNN

4x4

200%

Essentially, the pixels in the original image are duplicated!

8x8

This, in effect, makes the image "larger" while still preserving the orginal's details!

This, in effect, would create automatic "intermediate" values-also known as interpolation!

THWAK!

Linear interpolation applied to a graph would look like this. It's famously used on the N64!

The change from bi-linear to bicubic is more subtle, but I believe you see it best in light & shadow maps!

Here's the original texture with this scaling, for reference. Also the same graph with bicubic interpolation.

This method of scaling is often used for pixel-art or other low-res textures in games!

POW!

Things like Doom & Mode 7 on the SNES make use of this method, as it is very fast.

94% HEALTH

ARMS

0% ARMOR

BULL 50
SHEL 4
RCKT 0
CELL 69

Welcome to the classic. Smooth and inoffensive.

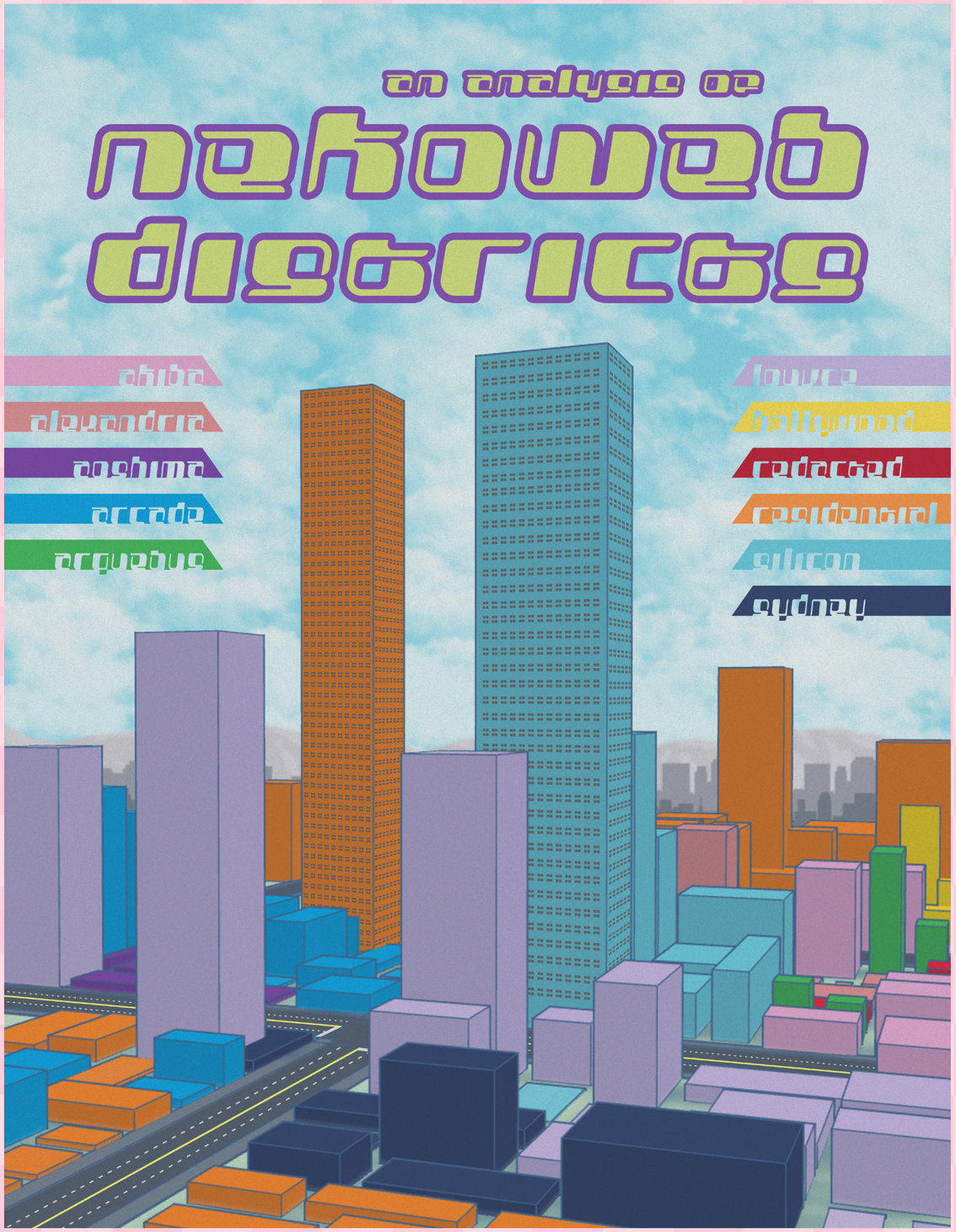
Linear texture filtering was created in order to make scaled images appear more "smooth".

This method of scaling was famously added to the TF2 branch of Source by the community!

Thanks to it's perfect smoothing, the shadows look better than ever!

END!

psst... this comic has a companion webpage!



the site directory



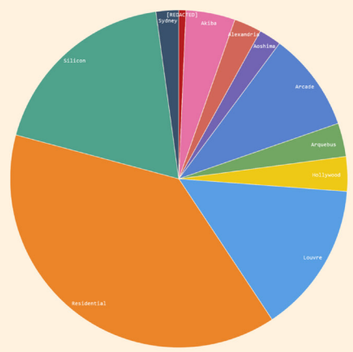
Back in the days of Y2K, netizens had to manually navigate from webpage to webpage in a lost art known as "web surfing." Search engines were barely functional. Social algorithms didn't exist. Your best bet was a hand-curated list of websites, coded with love by a human with too much free time and a passion for the newly born World Wide Web.

If you've ever heard of GeoCities Neighborhoods or Neocities Districts, then congratulations! You're already halfway to full indie web citizenship. (◠‿◠)

algorithmic vs. self-directed exploration

Today, most people don't "surf" the web - they get pushed through it as quickly and monetizably as possible. This is done through feeds, suggestions, and "For You" pages. The infinite scroll was not made by accident. Site directories offer a more mindful way to explore content. Instead of dictating the most profitable path to steer you on, directories hand you a map. The path you travel is up to you. It affords you the agency, self-governance, privacy, and dignity that algorithms and AI deprive you of.

the internet today



Turns out, people still like exploring. Districts has quickly risen to become the top followed project on Nekoweb, and is one of the service's most visited websites at the time of writing. The city scape depicted on the previous page is a graphical representation of Nekoweb Districts. Each building represents a website listed on the directory. Its colour indicates its district, and its height represents its hit counter.

the internet tomorrow

As the algorithmic giants continue to spew calculated content upon its users, a growing subset of netizens have decided to make the internet their own by mindfully exploring what they choose to at a pace they see fit. If you would like to join this subset of netizens, I encourage you to start your own web surfing journey at districts.nekoweb.org.

If you're a Nekoweb webmaster, it's time to move into your very own Nekoweb Neighbourhood! Promoting your website on Nekoweb's most followed project is free and fun. Be sure to send me a message with your info - we've saved a spot just for you. (⌐■u■)

ACE @ WVR.MOE
DISTRICTS.NEKOWEB.ORG