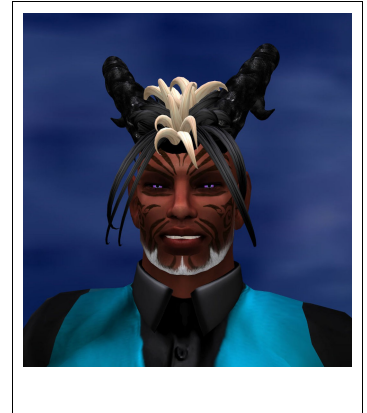


ARTWORK SUMMARY OF AJ LEIBENGEIST FOR SECOND LIFE PRODUCTS

Introductions

I've been doing artwork as a part of my life for the length of my memory, and then some. My latest pieces and the ones I've started doing "products" with are listed in this document. There are more items available in SL than on RL sites, at the present time. I'll web working to remedy that and match inter-world products. Than I can say "It's better than the real thing, it's in both worlds!" Fortunately, looks like I'll have lots of time to spend virtually with the rest of the world, really virtually.

Part of my artwork with information follow.



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UNION, SUNS & MOONS

Artwork Information:

Original Artwork Sketch Information:

1986 sketch titled "Union." Pencil on medium paper.

The original used the same faces for male and female in the drawing. The concept was to show the two sides around a center point. In the 30 years since I express this concept, my world or universal view has grown. The 2018 large ink drawing attempts to further express this concept.



"UNION, Suns and Moons" is the 2018 rendition of a 1986 sketch titled "Union." The medium is ink on heavy paper. Paper is 50" x 38" with a drawing area of 47.75" x 35.50".

The media consisted of pencil layouts for most items and freehand for others. Micro-Pen ink at 0.003 & 0.005 was used on top of the pencil and then the pencil erased. Major color inks were Sakura Gelly Roll Pens. Bic pens and other black and colored Micro-Pens were also used. The background and blending was done using Yellow and Blue Avery Hi-Liters.

The Artwork capture an yin/yang aspect of the masculine and feminine aspects of the universe. One masculine sun and one feminine sun orbit a pair of singularities from which a cosmic DNA string emanates along with a male and female entity. Each sun has a skull representing it as a whole and the male female role.

Most of the time, We recognize others by faces. There's a special spot in the brain that is dedicated to the processing of faces and recognition of the face and the emotions displayed on those faces. To the ancient Egyptians, Bâ was everything that makes a person unique. Everything from the time and place we were born into and all the experiences that will accumulate over our lives to make us, who we are and our world view. Therefore, the Suns are composed of various personalities and roles in life. For the most part, there is a matching personality between the suns.

The Flames that form the outer corona of the Suns contain the many Spirits that inhabit the world. The belief that All things have Spirits. Even the things that we make, wherein the creator of the object gives it spirit. Gaia is the spirit of the Earth and so on to the Universal Spirit.

The Moons for each sun appears from behind the sun just advancing beyond the cosmic string enough to appear like an eye. Each moon's surface contains various additional spirits and life forces. The male moon is a bit more colorful than the plan female moon.

Products Information:

Textures

Objects

Punky Rooster

Artwork Information:

"Punky Rooster, Mascot KOCK.rocks BiPolar Radio" is a 2015 total colored pencil creation.

I've had what I called my bipolar stream up since college days at DeVry Institute of Technology (now a University) in Kansas City, Missouri. I named it KOCK and added as /kockrocks to my personal domain site, <http://thunderchild.net>. Thunderchild dot net was a result from another assignment. It was cheap enough to grabbed a domain, just to take my assignments serious. There just weren't any domains that I wanted to follow with "kock dot ..." existing at that time. It stayed that way for some time until August 6, 2014, when the Domain dot rocks became available.



I had Thunderchild.net for some time before the "dot rocks" domain name was out, and it happened just at the right time I wanted to get more fully engaged in music and musical ambitions. The project is called "KOCK.rocks BiPolar Radio" and is publicly on the Internet and listed with Google and other social media. The URL is <http://kock.rocks> and is the associated live stream(s) posted at <http://SHOUTcast.com>.

The long-term goal is to file as a non-profit LLC for purposes of LPFM (low power frequency modulation) broadcasting in the Albuquerque area. Until then, The Internet allows for steaming as a hobbies which are conducive for working through, filter, edit, sort and organize all the music in the library (nearly 36,000 items). There is a large variety of genre I like and since it is still a personal library, I have to filter out some of the collections tendency to have Tortures syndrome.

I grew up playing and competing in music through school. I also did Armature Radio and operated a military radio station in the Navy (W4ODR/NNNNIF, Millington, Tn.). Those plus my computer, electronic and other backgrounds are some of the skills I use in this hobby.

A digitally edited version with out the URL is available.

Products Information:

Textures

Objects



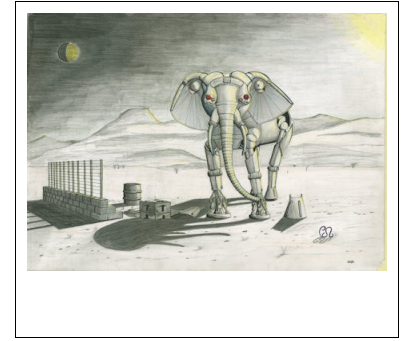
Mechanical Elephant

Drawing

graphite, ink-pen, mechanical, elephant, colored-pencil

Description:

A mechanical elephant with a driver in the head, stands next to a small fence, barrel and box with a mountain in the background. Front foot plates are removed to see the mechanics.



Artwork Information:

"Mechanical Elephant" is a 2010 mechanical pen and pencil creation. The focus was the Elephant and I also wanted to provide elements for the vanishing point, shadow lines and reflection. The fence provides my vanishing point and shadow, along with the box and barrel. The elephant shadows wasn't done by strict lines from the sun like the fence, box and barrel. It was rendered to basic looks to match the complex form of the elephant.

The Driver can be seen in the head. Presumably one or two other crew members are inside. Some of the feet plates are removed and set aside to expose the workings.

I imaged ear that are directional and could be could opened up for increased sensitivity. The trunk functions in many fashions like a real elephant for manipulating things, but may also have various sensors. The tusks are an EMF (electro magnetic field) weapon. They are tuned to each other like two dipole antennas, so any EMF field could be aimed to a degree.

Products Information:

Textures

Objects

Souvenirs & Memories

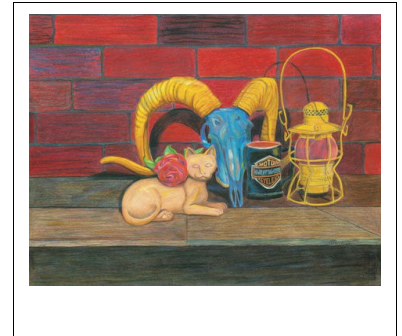
Artwork Information:

"Souvenirs and Memories" is a 2010 still-life creation. A total colored pencil on heavy paper.

The subjects are as follows.

The ram's skull is mine and represents me. It's generally hanging in the house with a dream-catcher behind it.

The cat is an urn and contains my last male best buddy, named Scsi (it's a computer interface pronounced Scuzzi).



The rose is a leather hand creation. I taught one of my best friends how to make them and we did a bunch to try and sell. The stem is barbed wire. The leaves have twisted floral wire frame and one shade green leather on one side and a different on the other. The rose petals are leather petal sets of various sizes and shapes.

The Harley Davidson mug is a gift from another best friend. I have a set of large mugs that I use to drink from.

The Lateran is an original Frisco Railroad Brakeman's Lateran. My Dad worked for the Frisco till retirement. He acquired two of these antiques during his time there. One of my Granddads also worked for the railroads. I almost worked for the railroads, but did not. I am a Railroad enthusiast and had a large model train structure as a kid.

The shelving and background are made up and created after all the elements were completed to satisfaction.

Products Information:

Textures

Objects

Crash of Rhinos (15 Piece Set)

Medium & Style

Mixed Medium: ink, colored pencil & pastels on heavy paper.

Artwork Information:

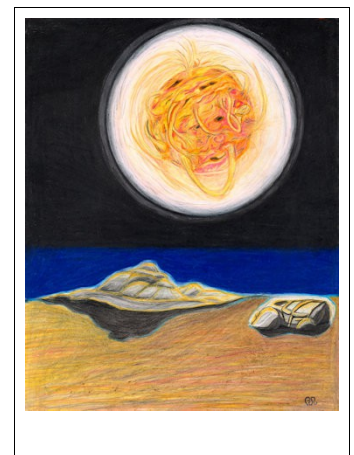
Products Information:

Textures

Objects

I used a 100 lb paper on all the pieces except for one, Big Blue aka Puff is on 70 lb paper. I generally practice my subject(s) on a smaller sketch pad and then when ready, scale them up or down to the final sheet. I may have several subjects that I'll work on for any one character in the drawing.

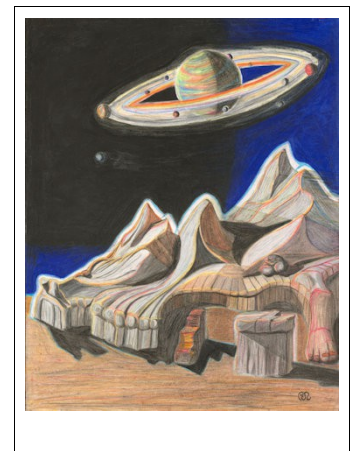
I start my final drawings with pencil and fidget with each one till ready for ink. For this series, I started with the Rhinos and completed each rhino one after the other with no backgrounds. After inking the subject down and clearing the pencil away, I began adding colored pencils. Some items in the Mechanical set have more colored inks for certain items. There are multiple layers of colored pencils, base and other layers in various amounts until the medium won't take anymore. Next, I used blenders, smudging and smearing tools to work the colors together as much as possible. I began using pastels for the skies with Boss Hog.



Story Background

The Crash of Rhinos occurs around a group of mountains. The west side of the mountains face an ocean and the east side, a large plain with a city just before another mountain range. The Crash also occurs over a spans of two epochs. The first epoch is the time of the "living Rhinos." After their extension, the second epoch is the era of the Domed Cities and Mechanical Rhinos. The last epoch ends with the exodus of the remaining population to another solar system.

Five rhinos are spaced out over time in front of the left section of our scenic view. The environmental changes over time eventually cause all the rhinos to be extinct. The environmental changes also force the population to build domes over cities for protection from the environment and heavy solar activity. This is the period of the Domed Cities and the Mechanical Rhinos.



The mechanical rhinos come into service during dome construction. The different Mechanical Rhinos appear at different stages of construction of the different domes. Mechanical Rhino drawings are closer to the Domes with the mountains in the background. The last two Mechanical Rhino drawings gives a glimpse of the city across the plain. First in the reflection from the face-shield of a crew-member. Then the last drawing changes to the first person view, with you taking a snapshot of two Mechanical Rhinos posing in front of an observatory in the abandoned city.

 Originals: 19" x 24" border-less

Reproductions: 17" x (apx) 21.5" 1/2" border, limited to 100 prints each.

A Disgruntled Sol

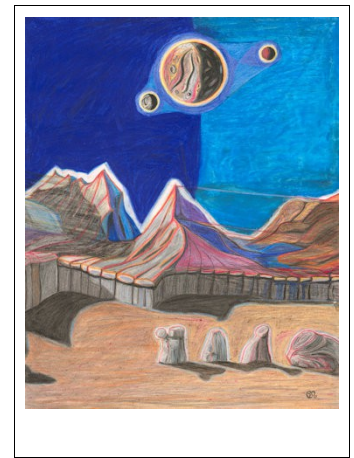
Visionary Mountains

The Blue Hills

A planetary Stargate

The Domed Cities

Exodus Airships



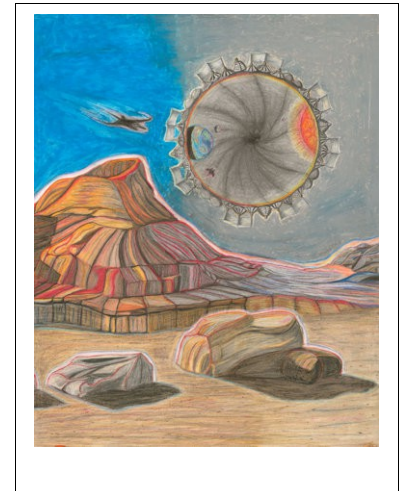
The Crash Mountains.

Artwork Information:

Products Information:

Textures

Objects



The Scenery Mural is the furthest in the future time wise for the story. The mural started as a rough sketch on two sheets. It was stretched out to six panels when I worked on it. I completed the last section, Exodus Airships" the week of Balloon Fiesta.

A Disgruntled Sol

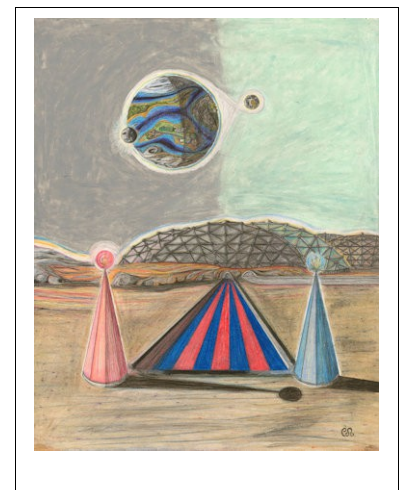
A Disgruntled Sol is the far left panel of the scenery panels is the sun, which is in it's heavy solar flare and corona ejections. This is an added panel to the left of the original sketch. It shows a dry, hot, barren world across all the panels. This panel is also the point of origins for the shadows in the other five sections.

The next four panels are the sections from the original sketch. Since they are sections, each one got named.

Visionary Mountains

The Blue Hills

The Visionary Mountains are the second panel from the left. The Blue Hills are



the end of the mountains in this section. The backside of these mountains are what are seen in the background of three of the Mechanical Rhino drawings.

A planetary Stargate

A Planetary Stargate panel shows one of the main elements of an advanced civilization, a stargate large enough to pass a planet through. The volcano is also pictured in this panel as being dormant.

The Domed Cities

The Domed Cities is one of two new panel to the left of the original sketch. This panel shows a long runway entering the City of Domes through a tunnel in the ridge. The City of Domes start in this panel and continue on into the next. There are also dome structures on the planet and moon in the sky.

Exodus Airships

Exodus Airships is the last panel for this mural. As noted previously, the scenery set is the furthest in the future, after all the things have been built and everyone is ready to head through the Stargate. Here, enclosed Airships are lifting off to the skies to pass through the Stargate to a new solar system.



Five Rhino

Originals: 24" x 19", one 24" x 18" border-less

Reproductions: (apx) 21.5" x 17" 1/2" border, limited to 200 prints each.

Water Boy aka Puddles

Scaler aka General Tuff

Big Blue aka Puff

Boss Hog aka Grumpy

Shroomy aka Major Tripps

Water Boy aka Puddles

Artwork Information:

Products Information:

Textures

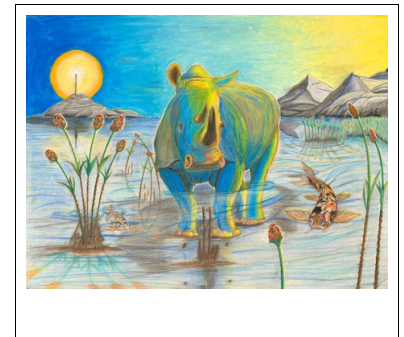
Objects

The first drawing was WaterBoy. He was the pose that I was going to use across different eras of time, but after three drawings of the same rhino in the same pose, I had to find more models.

The backgrounds for the individual rhinos didn't get started till all the rhinos and the background scenery were drawn. Then Water Boy was the last of the rhinos to get his background done.

His world is a warm flooded world from global warming (aka Climate Change).

This is the first background to have other animals, the koi fish.



Scaler aka General Tuff

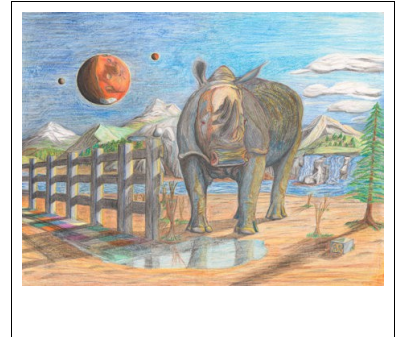
Artwork Information:

Products Information:

Textures

Objects

Scaler was the second rhino drawn. He's the first rhino to have three horns. I spent time making little scales all over his body. I want to make him look like he had a tough skin. He's a tree muncher, as seen from the stubs of little trees he has eaten. Scaler was the first one to get a background. His time-line is early in the epoch. The waterfall hasn't worn down the rocks yet, there appears to be plenty of water and decent conditions for grasses and small trees to grow. The fence, the main sign of civilization, is a basic wooden fence and in good repair. There's snow on the mountain tops and the plait and moons in the sky are pretty calm.



Big Blue aka Puff

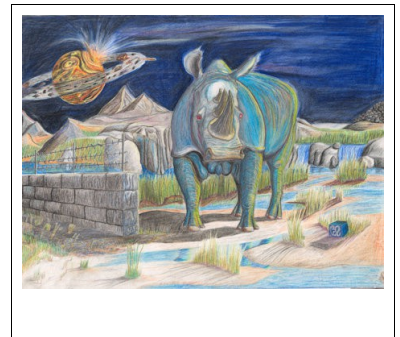
Artwork Information:

Products Information:

Textures

Objects

Puff was the third rhino drawn. I ran out of 100 lb paper and grabbed some of the 70 lb paper I had. The amount of work on the paper stretched it to the point that it puffed up when it was laying flat. Thus, "Puff" had to become a 3D piece of art. After the Background was completed, I started solving the Puff issue. I made some copies of Puff to scale and then glued them to heavier paper. I made multiple individual cut-outs of the full body, the front shoulder forward, the head, and horns. Then I tested the cut-outs under the drawing before I glued them together and then under the image. the drawing got attached to a new 100lb sheet Puff's world was done a little lighter in shades so the rest of the 70 lb paper wouldn't stretch.



Each rhino has it's separate time period with events going on in the world around him. Puff's world is wet, but not flooded. Things are still being cared for, such as the fencing. There is some chaos in the skies with the molten plait being smacked and debris forming rings.

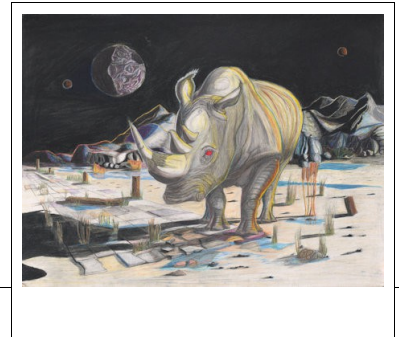
Boss Hog aka Grumpy

Artwork Information:

Products Information:**Textures****Objects**

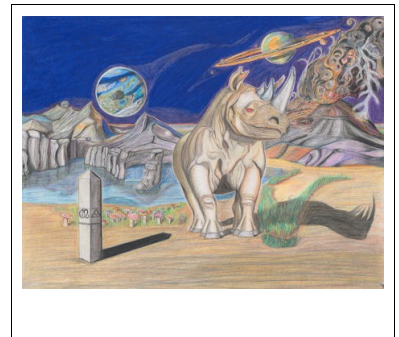
The fourth rhino to be drawn, Bosshog, was a change from the first pose. Bosshog has a bummed or grumpy look and a broken horn that's grown back. I wanted an expression of "yea, this is where I live, sigh!."

Bosshogs's world and time-line shows wear and tear. There's a plaint that's undergoing some changes and the walkway has fallen into disrepair. I switched to using pastels for the sky instead of trying to blend colored pencils to the degree I wanted.

**Shroomy aka Major Tripps*****Artwork Information:******Products Information:*****Textures****Objects**

Shroomy a.k.a. "Major Tripps," was the fifth rhino drawing. He has that happy, stoned, Content look. Since he was to be the last of the live rhinos, I wanted to make him a dreamer of things.

Shroomy's world is one of ideas and imagination, a world with an advanced civilization as noted by the dome structures on the small planet in the sky. The fence is replaced with an Obelisk. With dreaming and enlightenment being the theme, I used the right side and volcano to include some tripping images from Mushroom's mushroom consumption (note the half eaten mushroom on the ground).

***Six Mechanical Rhinos***

Originals: 28 1/2"x22 1/2" 1/2" border

Reproductions: 17" x (apx) 21.5" 1/2" border, limited to 200 prints each.

Titian Lion King

Electric Wolf & Lava Rhino

Tyrian Raptor & Psychedelic Phoenix
Crimson Pyramid Rams

Electric Wolf & Lava Rhino

Artwork Information:

Products Information:

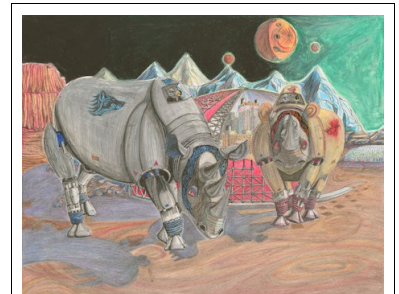
Textures

Objects

The first Mechanical Rhino drawing is a pair. It is the first drawing to include people present, the operators of the Rhinos. I also started decorating the armour with tribal and team logo designs.

The scenery is early on in the construction of the domes. The first dome, a red one, is half way through construction around a city. A green house also enters the background.

The grounds are clean and prepared for construction, such as swirl marks on the ground. There is a little bit of a sign of rubbish in the background by the volcano.



Titian Lion King

Artwork Information:

Products Information:

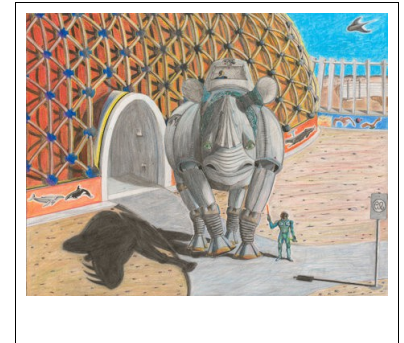
Textures

Objects

I redid Lava Rhino into the Titian Lion King for the second Mechanical Rhino. The image is reversed and some slimming done on the body. I added a little more tribal decorations on the rhino. The person directing traffic is an addition of a third person type to the team. There's light reflections from the flares in his hands, but I tried to get a good hint of an Alien inside the suite.

Titian is placed close in front of the Orange Dome so I could show better details of the domes and their construction. The close-up of the dome let me give more detail of the grid structure on the dome that generates a protective energy field for the inhabitants. It also gave me a chance to add memorial murals on the foundation walls of the domes. Here, I included whales and birds.

I added some little creatures (scorpions, mice, turtles, bugs) to the ground area along with general rubbish and trash left from a collapsed economy.



Crimson Pyramid Rams

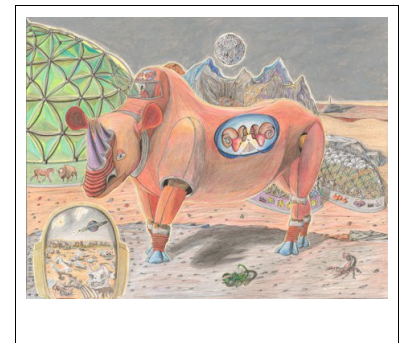
Artwork Information:

Products Information:

Textures

Objects

The third Mechanical Rhino drawing is where I wanted to show what was across the plain and start moving out to new backgrounds and stories. I chose a new rhino pose to do the Crimson Pyramid Rams. The length of the torso gave me more room to make a team logo. So, I made a dual ram's head with pyramid for the logo. Since I wanted to match the two person team with the single Mech Rhino, I decided to add the second person during the background phase of the drawing.



Crimson is placed on the ridge on the right of the Green Dome and green houses. I wanted to show more of the greenhouses and the food production. I also did more of a Geo-dome appearance on the green dome. I added Clydesdale and bison on the green dome. The green houses got decorated with Mayan numbers and inscription as well as murals of the food inside.

The close up of the second person's helmet in the lower left corner provided me with the area to show what is off in the distance behind the drawing's viewer. There are four scorpions in the drawing along with a few rodents and normal amounts of rubbish and trash all over.

Tyrian Raptor & Psychedelic Phoenix

Artwork Information:

Products Information:

Textures

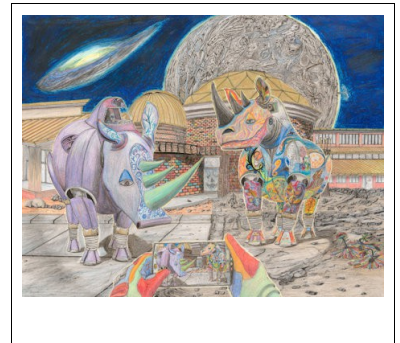
Objects

This is a pair of Rhinos to balance out the other pair of mechanical. Tyrian is a purple blues color. I had a good idea of the background I wanted, so I made Tyrian fairly simple, just purple and tribals on the ears and nose plate. You may recognize Tyrian as being Bosshog..

Psychedelic Phoenix is a variety of colors and images. You'll recognize Psychedelic Phoenix as being Shroomy/Major Tripps. He is the logical choice to use with a background that is "trippy."

I decided to place one driver in each Rhino and add a th-rid person with the background.

In all the drawings prior to this, the viewer has been a third person tense, in that they are not part of the picture. In this background, the view is in second person tense, in that they are person in the picture taking a picture of the rhinos and scenery.



Avatars Thunderchild & Leibengeist

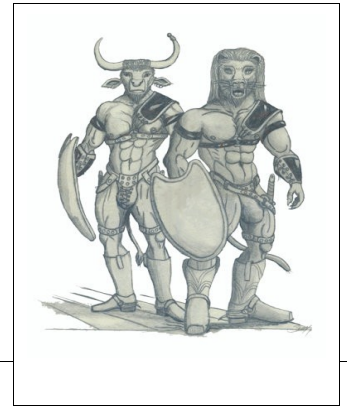
Artwork Information:

Products Information:

Textures

Objects

Thunderchild and Leibengeist are two Avatars I've had since the 1980s. One is a Minotaur and the other a Liontaur. I drew both together for mascots of Black Sabbath Custom Leather during my time in San Diego, CA just after leaving the Navy. Both worked out well since my partner was a Taurus and I'm a Cancer/Leo and people said they looked like us.



Corona & Par

Artwork Information:

Products Information:

Textures

Objects

This is a total digital freehand creation. A Corona bottle with a golf ball on top and an over grown field in the background, just one hole flag peeks out. Yea, my blood Mom played pro golf. Sis and I don't.



One Shot One Kill (Sniper Spotter)

Artwork Information:

Products Information:

Textures

Objects

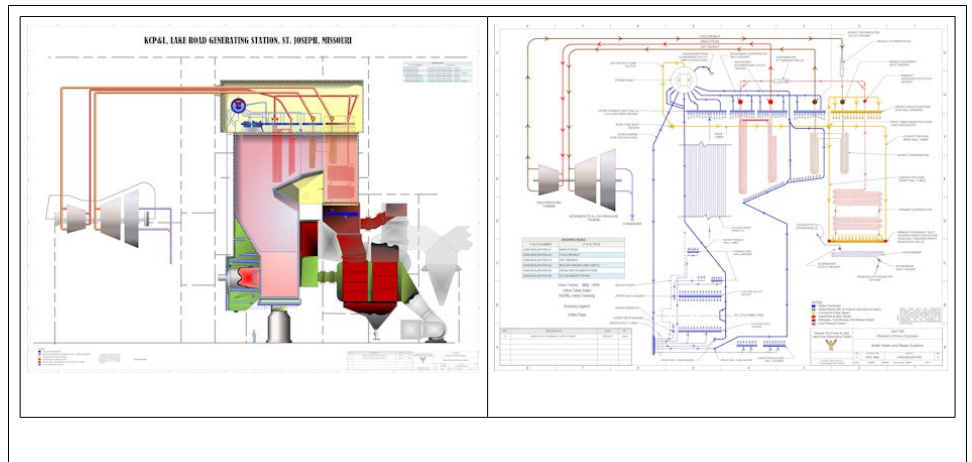
Sniper spotter One shot one kill logo patch. This is a digital graphic design for Sniper & spotter. Was done for a logo for an 182nd Airborne Friend. Part of it became a tattoo. The “SS” for spotter Sniper is in the middle in flame tones. The 50 Cal rifle is below center. A Cross hair is in the middle. Two hand are present, one above center right giving “the bird” and the other is below center point at you. The One shot one kill slogan is split between right and left sides either in English or German. Yes, My friend is German.



LR46 Cyclone Boiler Power Plant

This is from the last project I work on as a Senior Project Manager. This is one of the diagrams I did. It is the over view Piping and Instrumentation Diagram and Rendering of the main Cyclone Boiler for KCP&L. It shows the boiler section, turbine and piping.

Artwork Information:



Products Information:

Textures

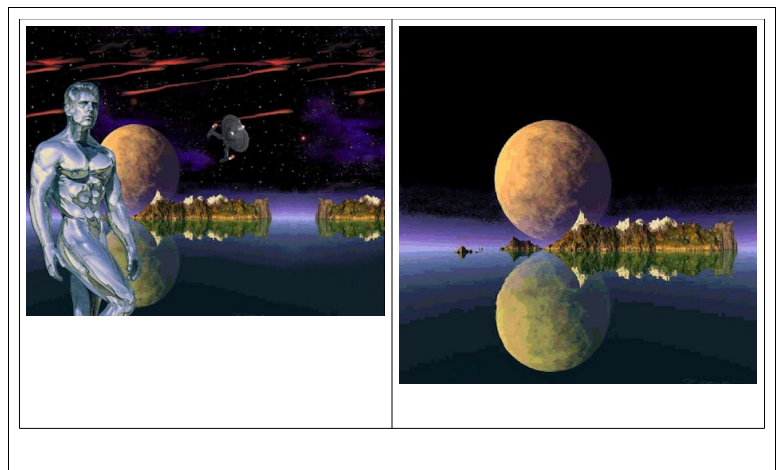
Objects

Another World

Total Digital Graphics Compilation. This was a scavenger hunt exercise to imaging a piece and then find elements and make it.

A metallic man in the foreground with an ocean in the background, a mountain ridge rising out of the water and he star ship is the U.S.S. Thunderchild, Akira Class, NCC-63549 in the sky.

Artwork Information:



Products Information:

Textures

Objects

Deer Web Head

Medium & Style

Mixed Media, Colored-pencil sketches digitized and arranged
Collaboration Piece.

Artwork Information:

The Deer head and multiple spider webs were created by hand in colored-pencil. Then they were digitized and organized to create the artwork. A Silhouette of a deer head is filled with different webs and spiders.



Artwork Information:

Products Information:

Textures

Objects

That's All For Now

Thunderchild.net <http://thunderchild.net/>

Join the “Thunderchild Gallery Group” in Second Life and I'll let you know when new stuff happens.

Thanks

AJ