

BOX,CoR Mural Complete
The Crash Mountains Mural (Crash of Rhinos)

FEATURES

six (1LI) prim canvases with menu select for any of the six mural pieces.
Three (1LI) prim canvases with two pairs of six piece mural.
Certificates & Information Viewer with individual certificates inside.

The products Permissions are Modify and Transfer

If you loose your items, both the SL Marketplace and CasperVend systems can redeliver of your purchase.

UNPACKING CASPERVEND

CasperVend items come in a box and will probably show up in your Objects Folder. You'll need to rez the box and open it to copy to your inventory. Since there are no copy permissions, you'll get a message that they have to move to inventory. There is a Sandbox on the Milda shops.

UNPACKING SL MARKETPLACE

Markerplace purchases most likely will not be boxed and can be viewed in the contents tab on the product page. Those items will go to your Received Items Folder in your Inventory. Items with no copy permissions, will move in and out of inventory as you rez them and take them back.

INFORMATION

Full project and artwork information at <http://thunderchild.net>.

----- 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.

----- Medium & Style

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

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

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.
