

The Mechanical Rhinos

The Crash of Rhinos consists of fifteen drawings depicting the story of Five Rhino, six Mechanical Rhinos, the Crash Mountains, the Domed Cities and a population forces to leave their world and solar system. Website is <http://rhino.thunderchild.net>.

This package contains all the Mechanical Rhinos.

FEATURES

MODIFY & TRANSFER

- 4 (1LI) Prim Canvas with art on front and info on back
- one artwork image inside each canvas
- Cert & Infor Viewer with additional Textures and Certificates
- Certificates contain a notecard of artwork story & production.

Copyable products can be redelivered. If you lose your items, both the SL Marketplace and CasperVend systems can redeliver 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://rhino.thunderchild.net>

Portfolio on following pages.

AVAILABILITY

This product is available in Second Life (SL) and Real Life (RL). RL products are provided by third-party on-demand companies including RedBubble.com, Society6.com, Spoonflower.com and others. For links to all available outlets in RL, visit the products page at <http://thunderchild.net>.

Medium & Style

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

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.

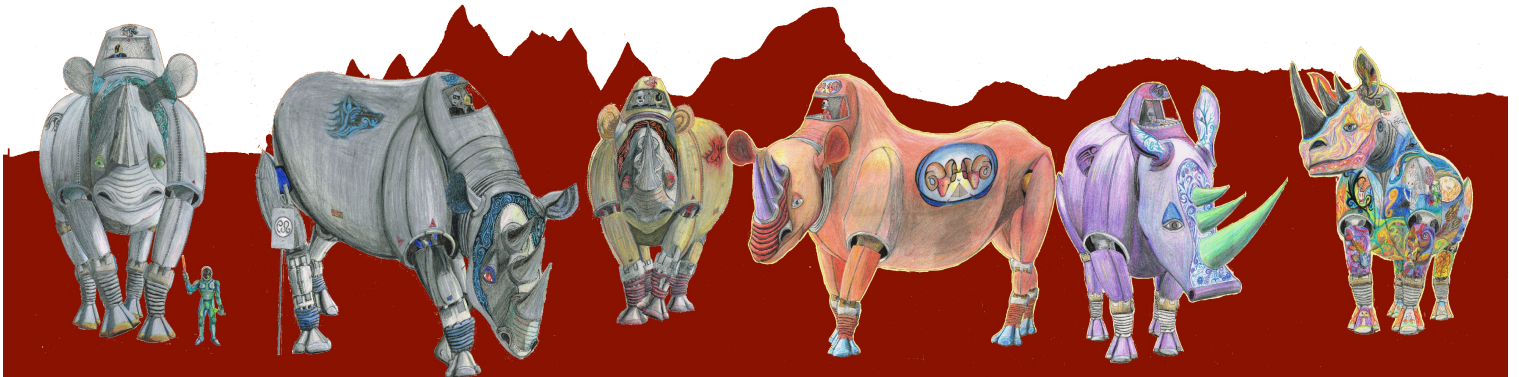
I start my final drawings with pencil and fidget with each one till ready for ink. For this series, I started with the Rhinos and completed each rhino one after the other with no backgrounds. After inking the subject down and clearing the pencil away, I began adding colored pencils. Some items in the 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 extinction, 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.



Four Mechanical Rhino Drawings

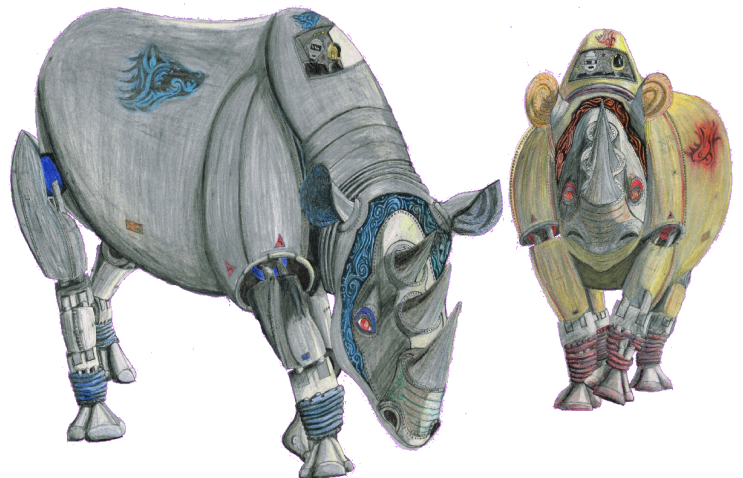
Titian Lion King, Electric Wolf & Lava Rhino, Tyrian Raptor & Psychedelic Phoenix and Crimson Pyramid Rams

Electric Wolf & Lava Rhino

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.

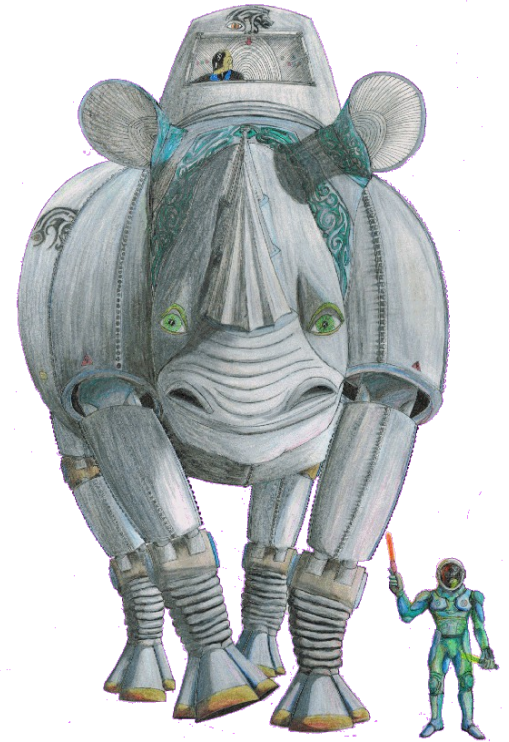


Titian Lion King

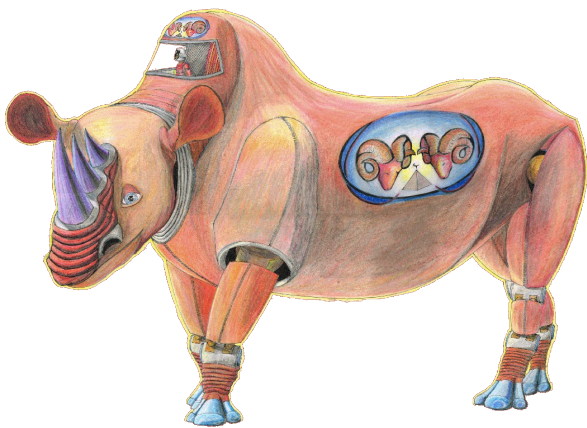
I redid Lava Rhino into the Titian Lion King for the second Mechanical Rhino. The image is reversed and some slimming done on the body. I added a little more tribal decorations on the rhino. The person directing traffic is an addition of a third person type to the team. There's light reflections from 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



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

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 aka 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 third 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.

