

THE FIVE LIVE 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 the five “Live Rhinos.”

FEATURES

FULL PERMISSIONS

- 5 (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.

Please do not resale these textures and patterns by themselves in Second Life. Do not sell them on other Vrs without permission. Do not use them in RL products. Contact me in SL for any other SL or RL use. In SL, they must be part of a build and not as Full Permissions. (Full Perm). Refer to the Second Life Terms of Service <https://www.lindenlab.com/legal/second-life-terms-and-conditions>

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.

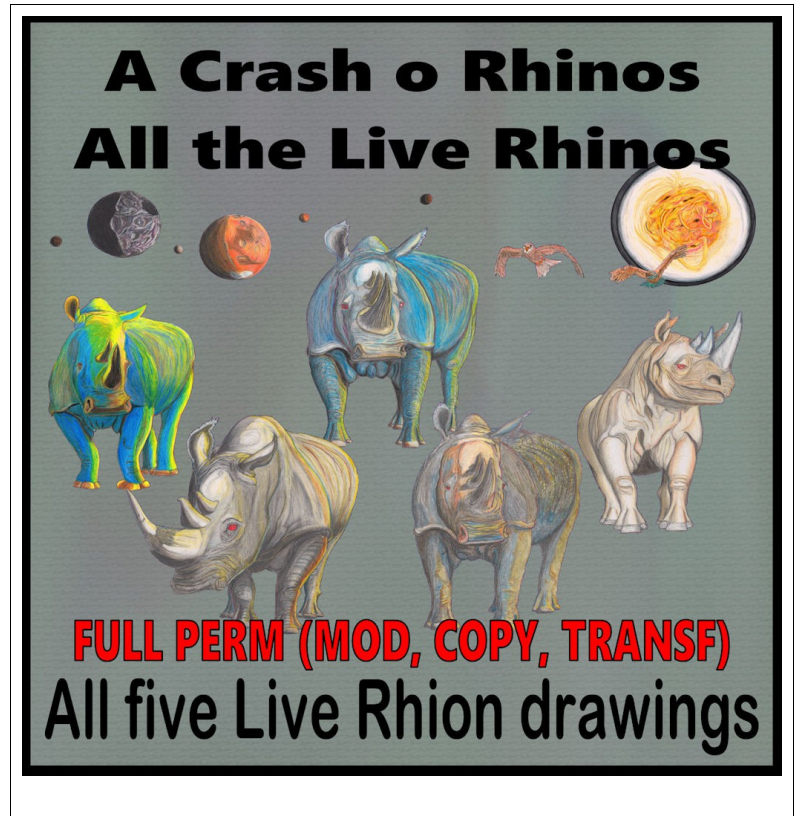
UNPACKING SL MARKETPLACE

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 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.

Five Rhino Drawings

Water Boy aka Puddles, Scaler aka General Tuff, Big Blue aka Puff, Boss Hog aka Grumpy and Shroomy aka Major Tripps

Water Boy aka Puddles

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 birds in the far background and the koi fish up front.

Scaler aka General Tuff

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 planet and moons in the sky are pretty calm.



Big Blue aka Puff



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 planet being smacked and debris forming rings.

Boss Hog aka Grumpy

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 planet 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

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).

