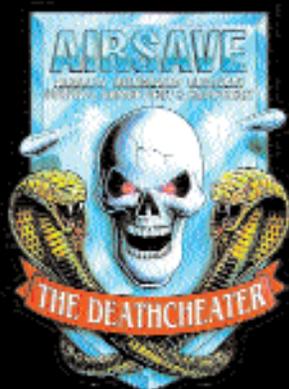


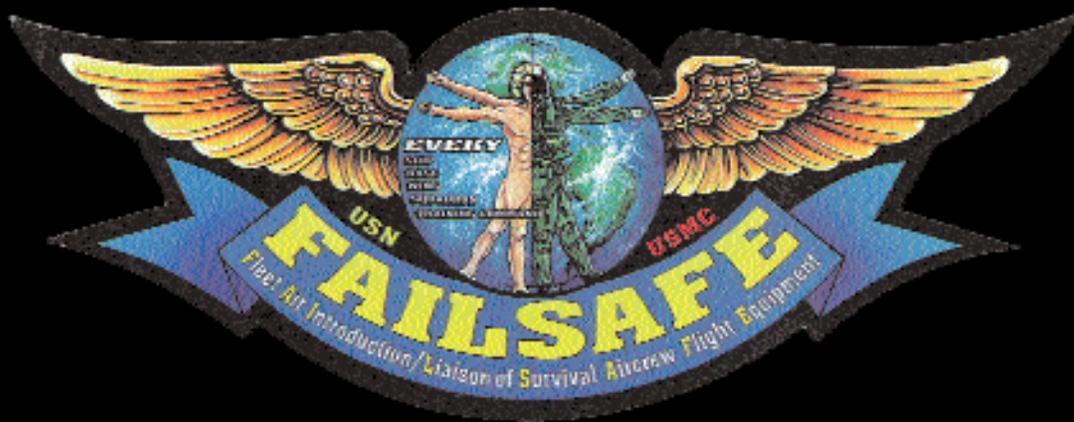
CONCEPT ARTIST EXTRAORDINAIRE

Joe Kerner has carved a niche for himself in the Navy community at Patuxent River, Md., producing colorful illustrations that represent various Research, Development, Testing and Evaluation (RDT&E) programs. His distinctive logos—created using watercolors applied with an airbrush—help RDT&E departments create awareness of their programs to help garner support and funding. Kerner's current projects include clothing; ejection seats; chemical, biological and radiation protection;

survival equipment; and new products for joint service.

When Kerner finished art school, he never dreamed he would someday work for the Navy. Initially, he freelanced for Tyco toys and “drew steaks and pork chops” for a supermarket chain, then snagged a full-time job as a product illustrator for a home improvement company. When the company went bankrupt, he landed a job with STV Incorporated, an international architectural and engineering firm, which had Navy contracts in Lakehurst,





N.J., and Warminster, Pa. Kerner started an art department in STV Inc. specifically for the Crew Systems R&D department at Warminster. In 1996 the Base Realignment and Closure Commission decided to relocate Warminster activities to Patuxent River, and Joe followed. He said, "It was strange to move to another state, and then have so many people I

know and work with also move!" He said life is good in southern Maryland, and "I wouldn't trade this job for any other." Kerner's 11 years of experience working with the Navy enables him to capture the essence of Naval Aviation through his art.



In addition to logos, Joe Kerner creates concept artwork, such as a new generation head-up display helmet, below.

