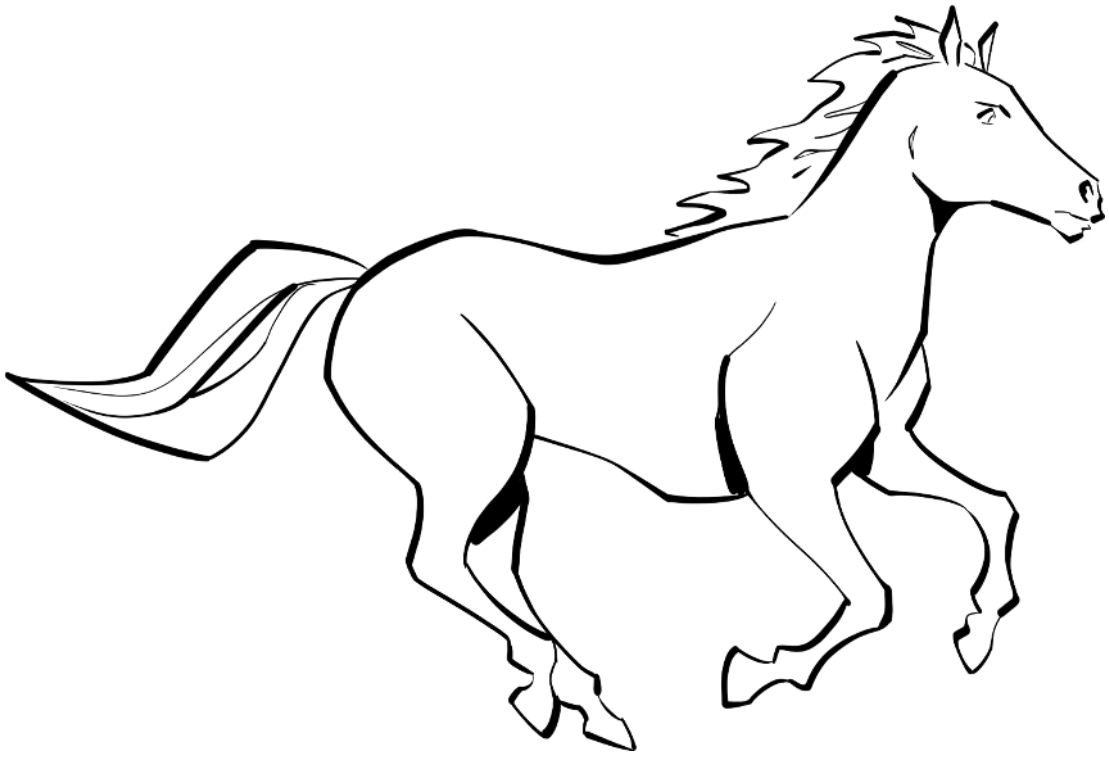
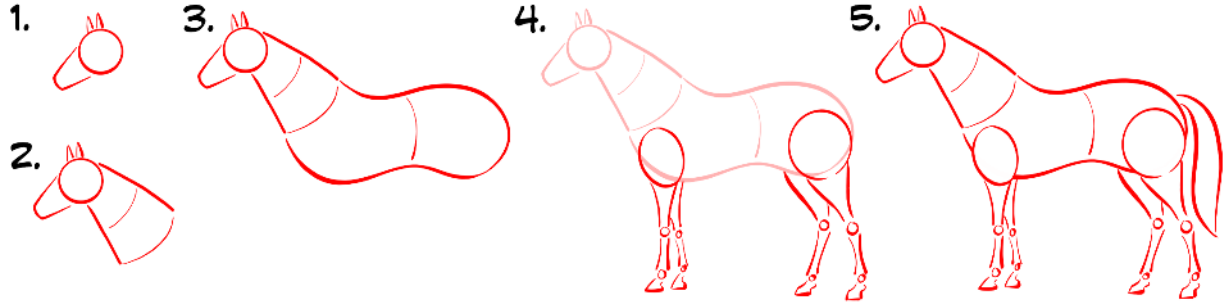
THE PHOENIX COMIC CLUB

HOW TO DRAW HORSES

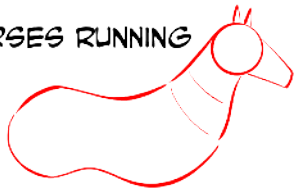


THE BASIC SHAPES

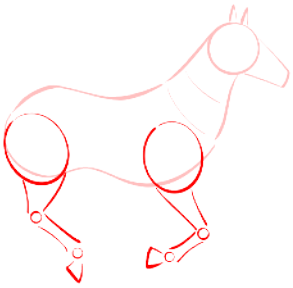


1. START WITH A ***CIRCLE AND TRAPEZIUM*** FOR THE HEAD WITH ***TWO POINTY EARS*** *2.* DRAW ***TWO LINES*** FANNING OUT FROM THE HEAD WITH ***INNER CURVES*** FOR FORM *3.* DRAW A ***PEANUT SHAPE*** FOR THE BODY *4.* CONSTRUCT THE LEGS IN A SIMILAR WAY TO HUMAN LEGS BUT REMEMBER THAT A HORSE'S ***HIND LEGS PIVOT INWARDS*** AT THE KNEE *5.* ONCE YOU'VE ADDED THE ***TAIL*** YOUR BUILDING BLOCKS ARE ALL IN PLACE.

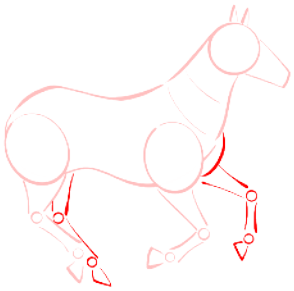
HORSES RUNNING



1. FOLLOW ***STEPS 1-3*** FROM THE SECTION ABOVE.

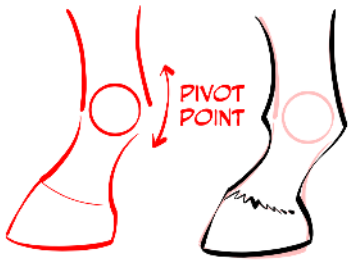


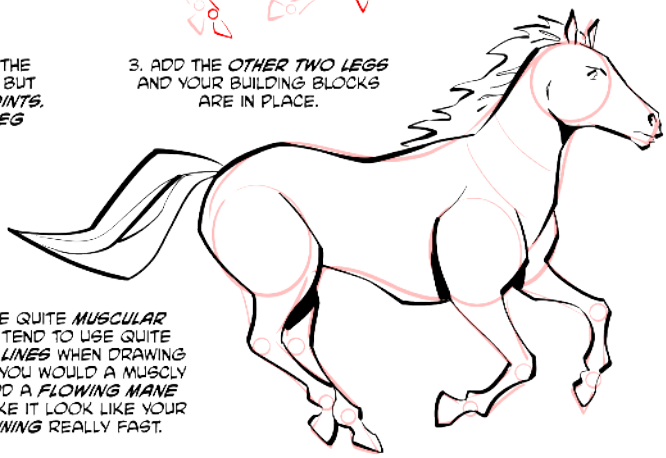
2. DRAW THE LEGS IN THE SAME WAY AS ABOVE BUT ***PIVOT THEM AT THE JOINTS.*** SEE HOW THE ***HIND LEG BENDS INWARDS.***



3. ADD THE ***OTHER TWO LEGS*** AND YOUR BUILDING BLOCKS ARE IN PLACE.

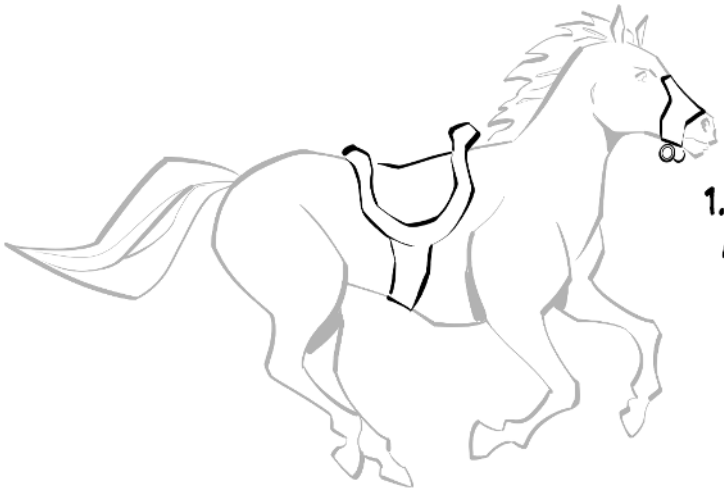
HORSE'S HOOFS



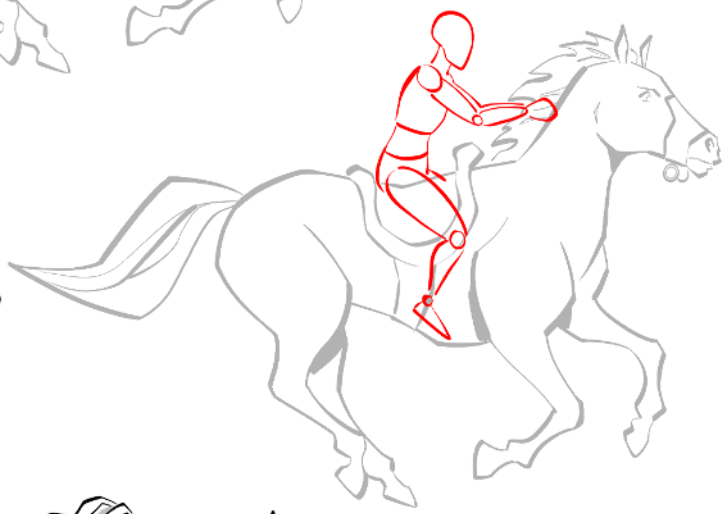


4. HORSES ARE QUITE ***MUSCULAR ANIMALS*** SO I TEND TO USE QUITE ***BOLD ANGULAR LINES*** WHEN DRAWING THEM, JUST LIKE YOU WOULD A MUSCLY SUPERHERO. ADD A ***FLOWING MANE AND TAIL*** TO MAKE IT LOOK LIKE YOUR HORSE IS ***RUNNING*** REALLY FAST.

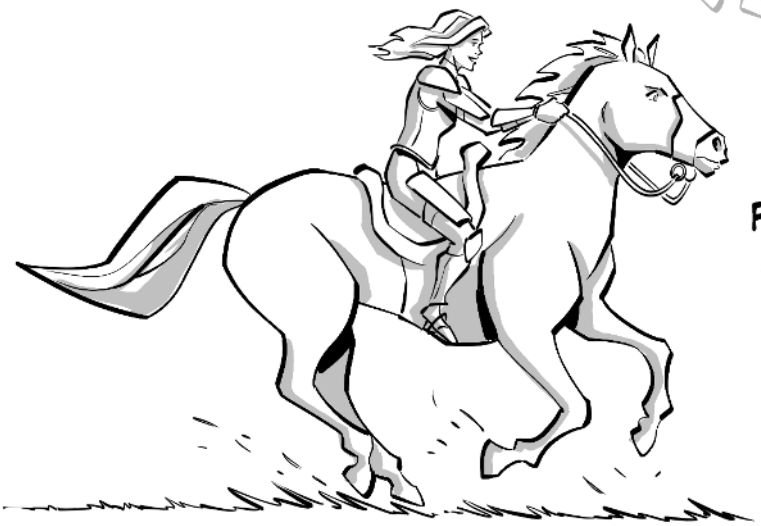
HOW TO DRAW SOMEONE RIDING A HORSE



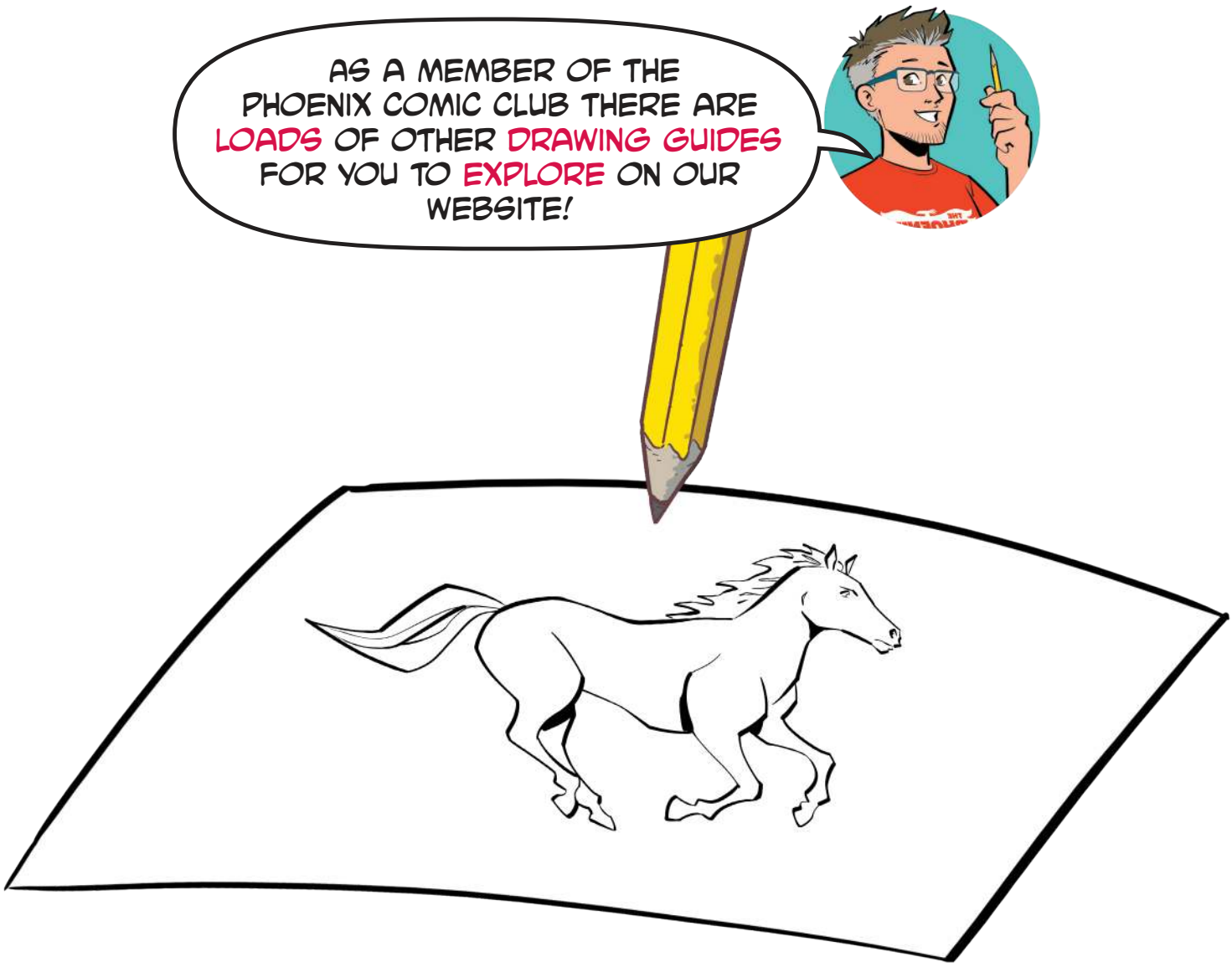
1. ADD A SADDLE AND BRIDLE TO YOUR RUNNING HORSE.



2. USE THE BUILDING BLOCK METHOD TO POSITION YOUR RIDER.



3. ADD FLOWING HAIR AND BLADES OF GRASS FOR EXTRA MOVEMENT.



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