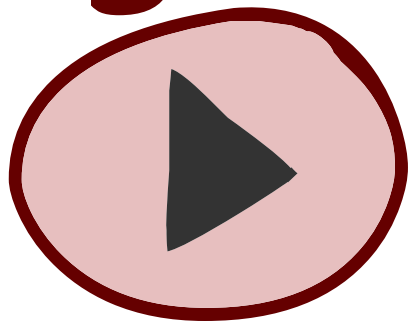
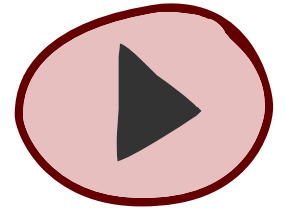
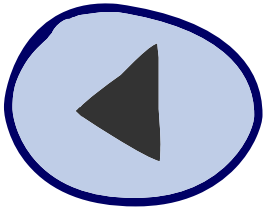


Drawing ponies with Whatsapokemon

Part 2
Legs

begin!

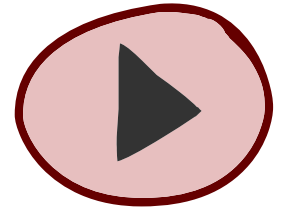
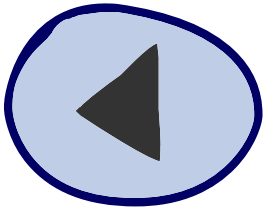




Here we have a lovely show-accurate vector of a pony made by [SpaceKingOfSpace](#)

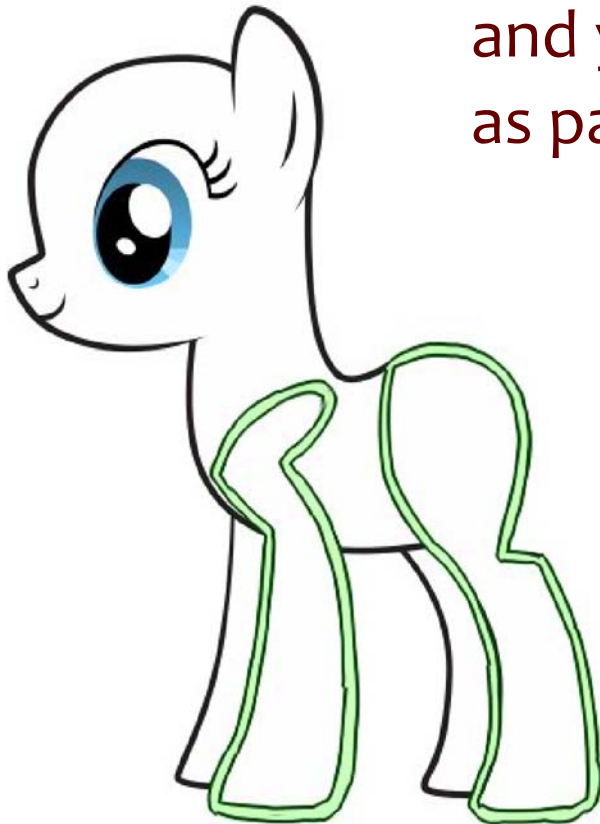
First we should look at what legs actually are.



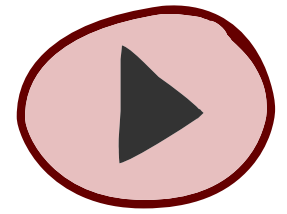
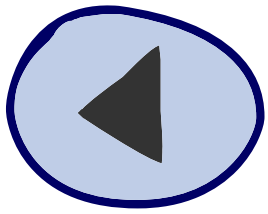


The entire highlighted sections are the pony's front and back leg.

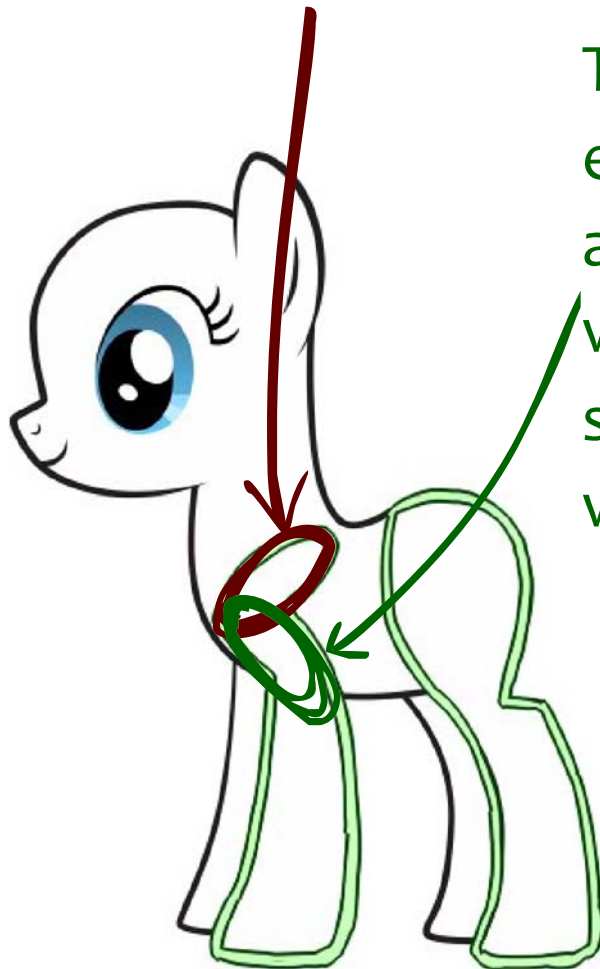
"But wait a minute," you say, "what's that strange part on the front leg, and you have the entire butt included as part of the back leg!"



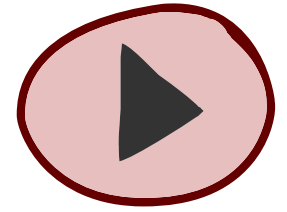
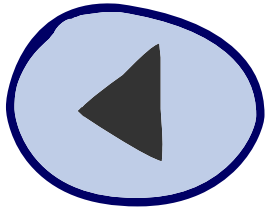
Yes, because both of those are parts of the leg. Let me explain.



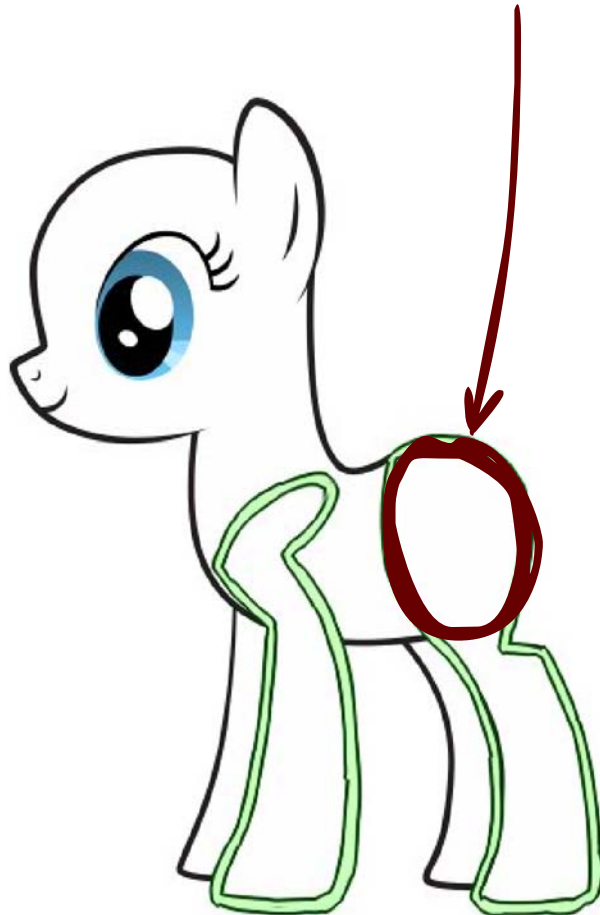
This part here is the shoulderblade, most of the time you don't need to worry about it



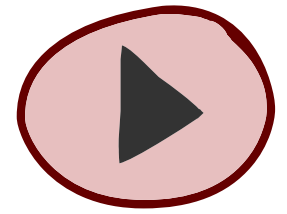
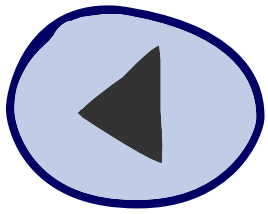
This is the shoulder -> elbow, the equivalent to the 'upper arm' on a human. It is often not visible when drawing the leg at a straight angle like this, but is still worth thinking about



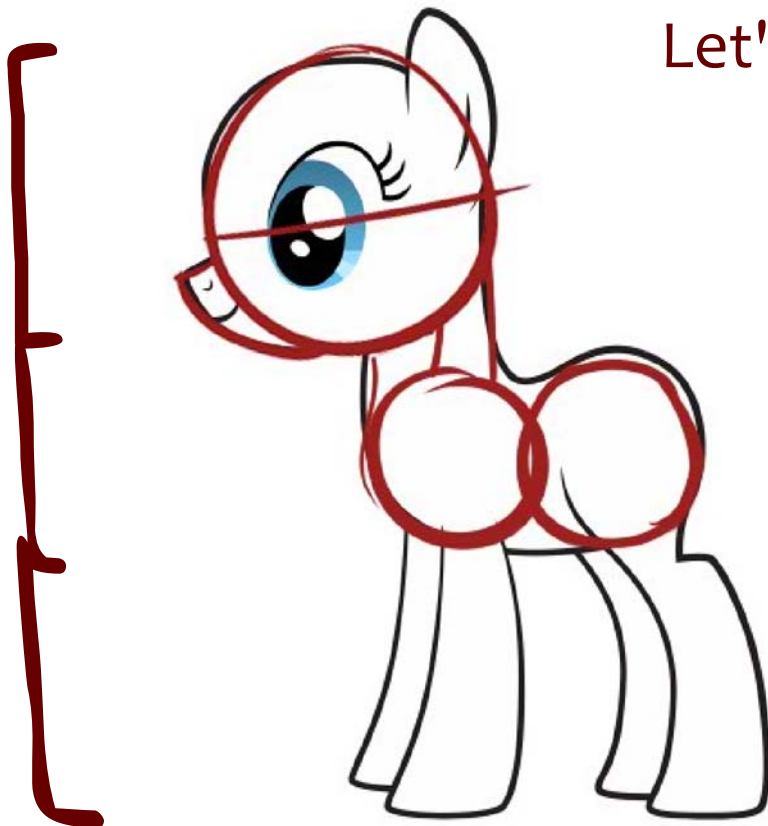
The rump contains very powerful muscles which are used for running/bucking. These muscles make the leg move, and move along with the leg.



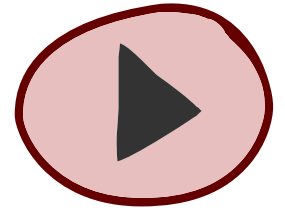
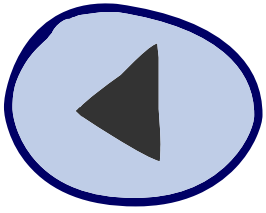
The entire structure of the back half of the pony is shaped by these leg muscles.



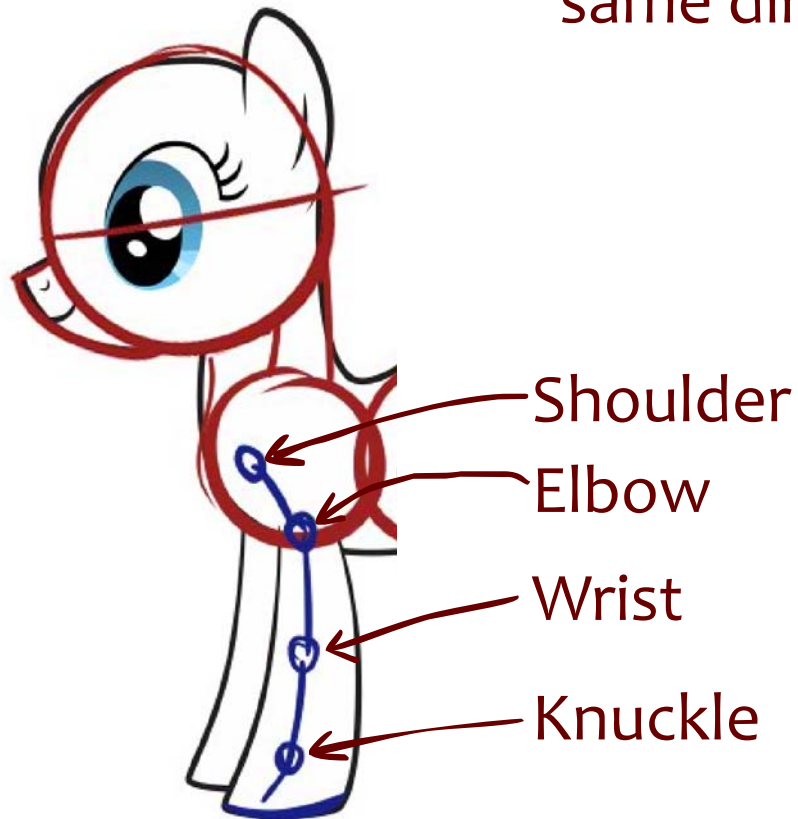
We'll start with our body circles, because body circles are awesome. Let's look at the joints in the leg.

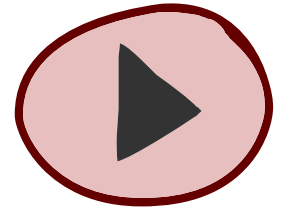
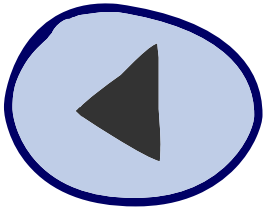


Notice how the pony is approximately 3 heads high. Thus the part of the leg extending past the body is about one head long.

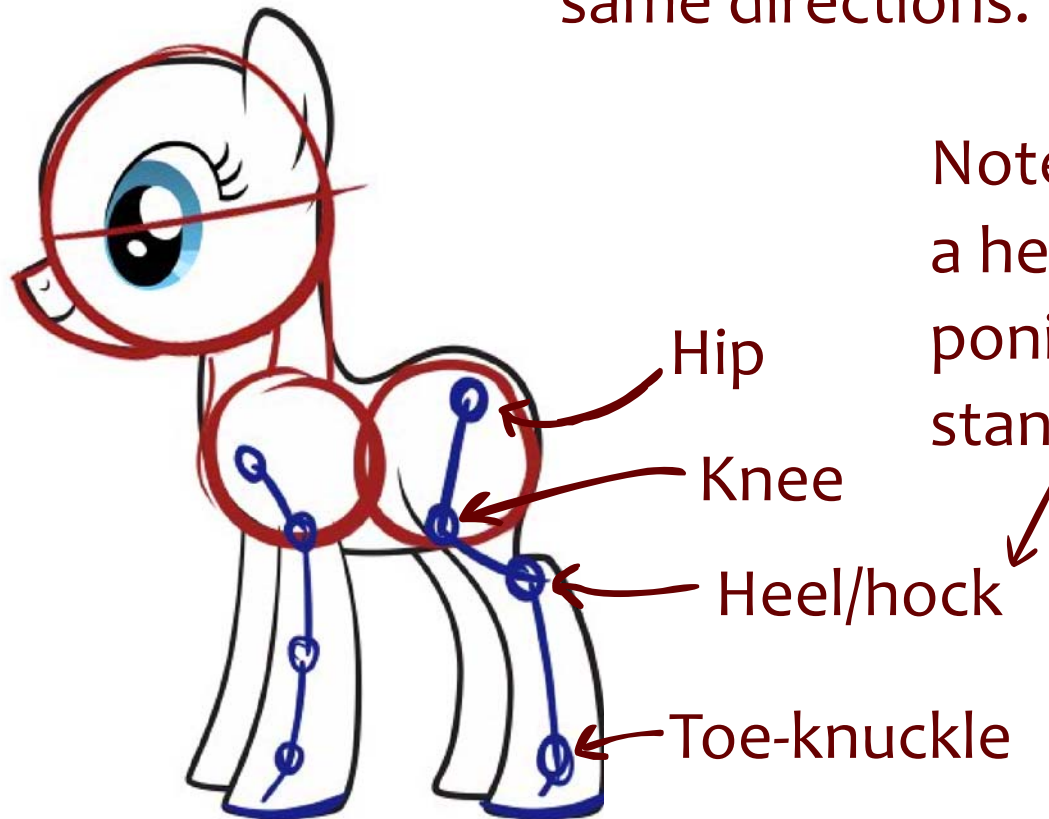


These parts are all similar to human limbs and bend in the same directions.

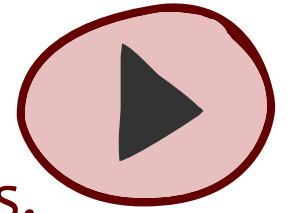
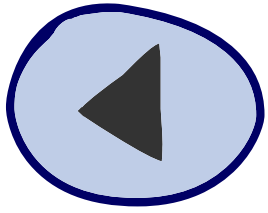




These parts are all similar to human limbs and bend in the same directions.



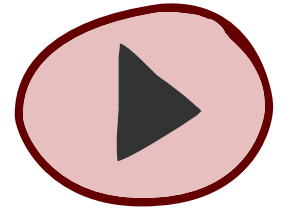
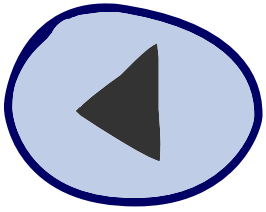
Note: yes that really is a heel, just think of ponies as always standing on their toes. It helps, a lot.



This picture shows the general shape of the muscles in pony legs. You don't need to remember these, in fact I didn't even know them before making this tutorial.



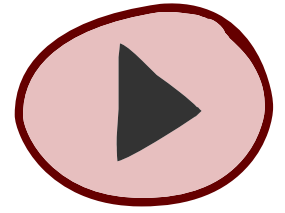
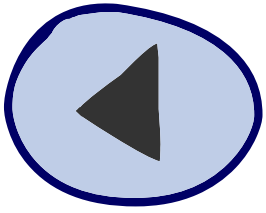
However, we can see that the back leg contains large, powerful muscles near the rump. Also that the muscles stay close to the skeleton.



To draw the leg we first draw the rump, which contains the large muscles we saw before.

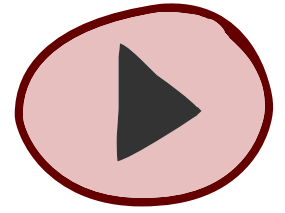
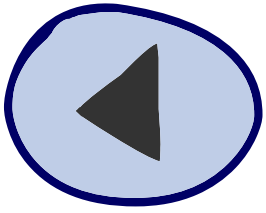


We also draw the knee, which curves around the joint, staying pretty close to the bone



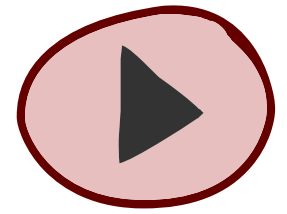
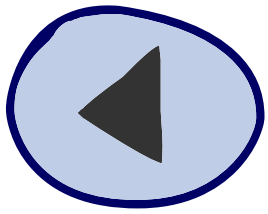
The leg then stretches over the heel here. It does **not** form a 'spike' upwards.

The leg then gets gradually thicker as it goes down, until it reaches the hoof.

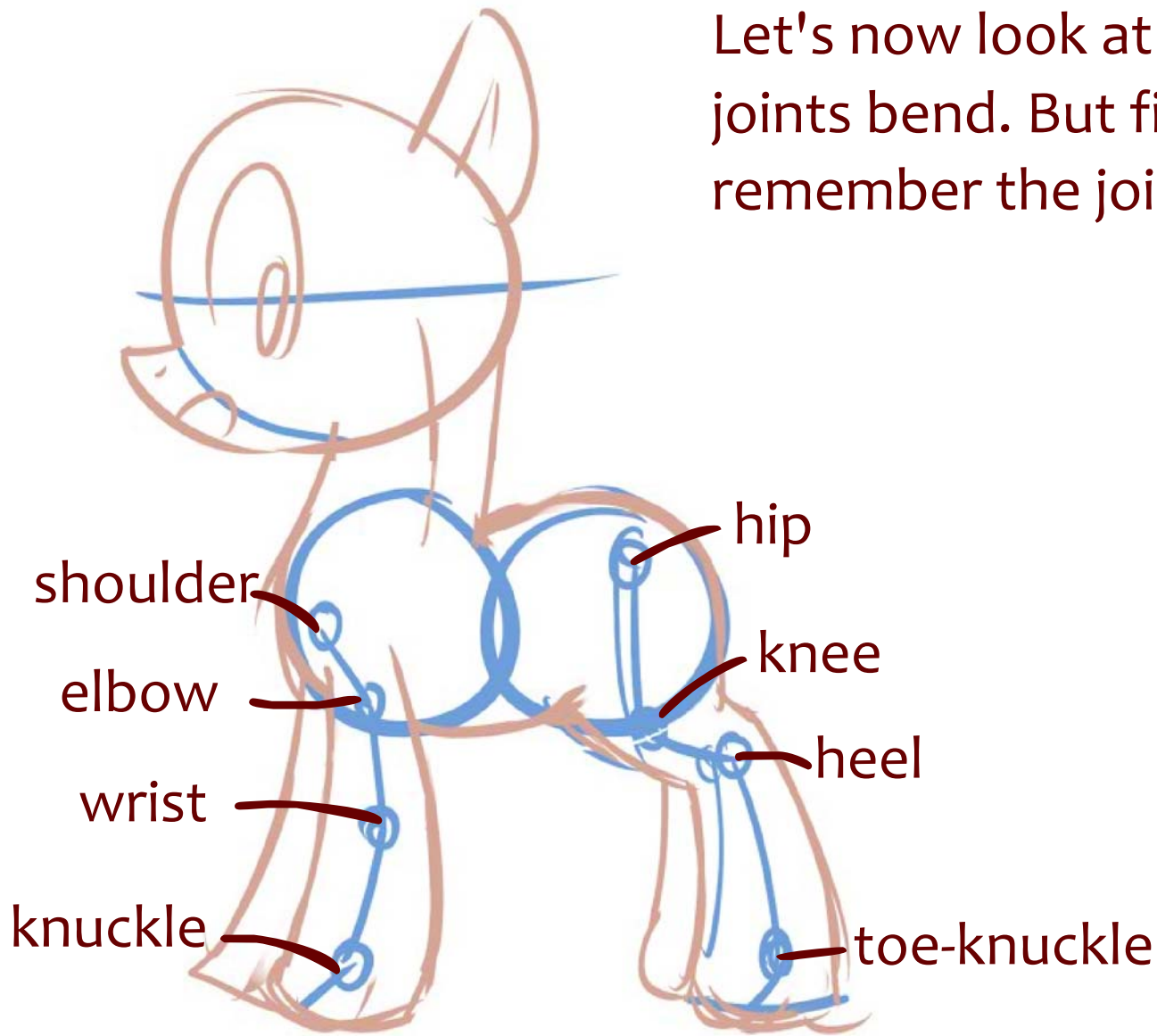


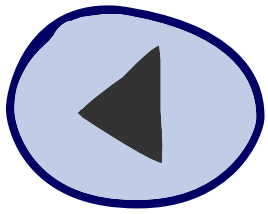
For the front limbs the leg gets thicker as it goes down, being thickest at the very base.

Remember to curve the lines, straight lines are almost never found in anything living.

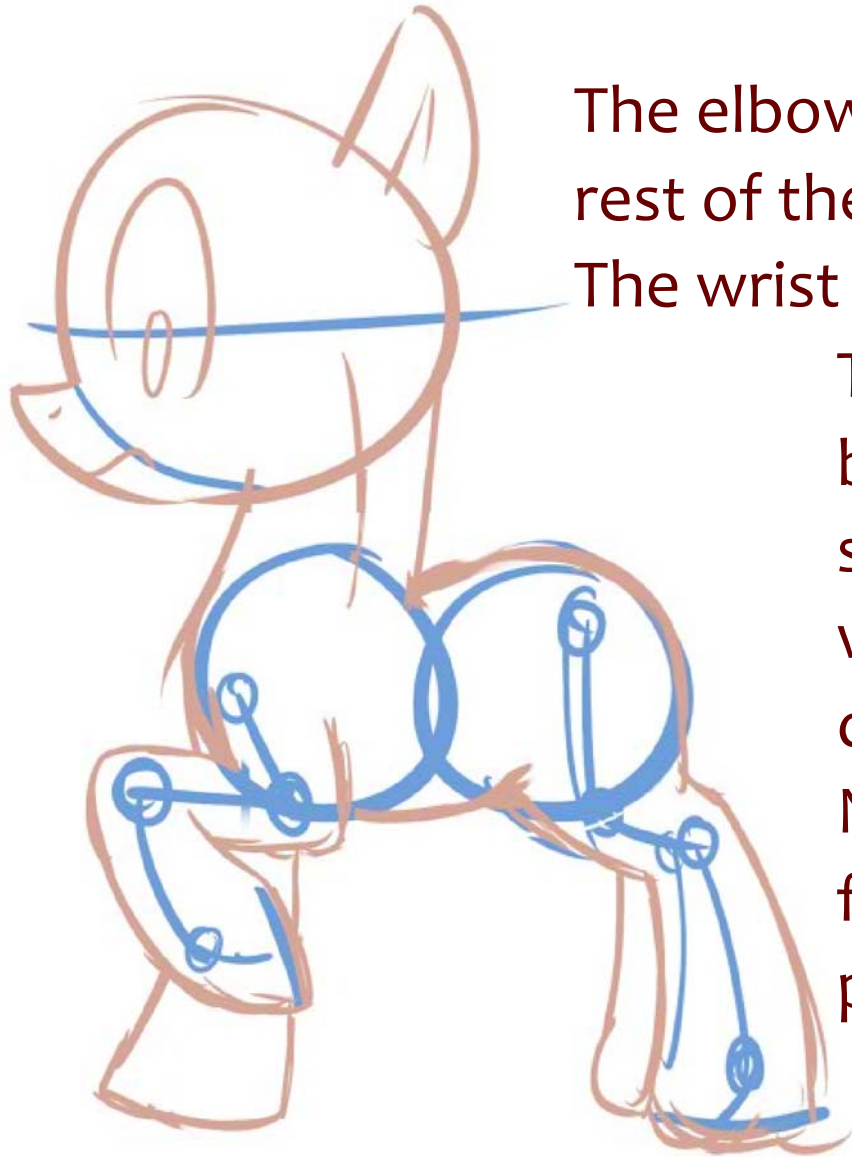
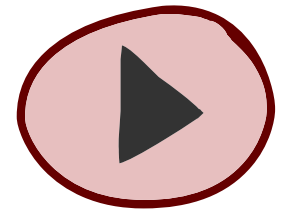


Let's now look at how the joints bend. But first remember the joints we have.





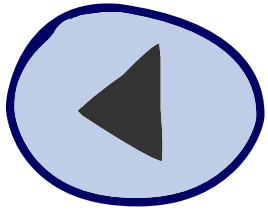
The shoulder can bend both forwards and backwards, and out to the sides



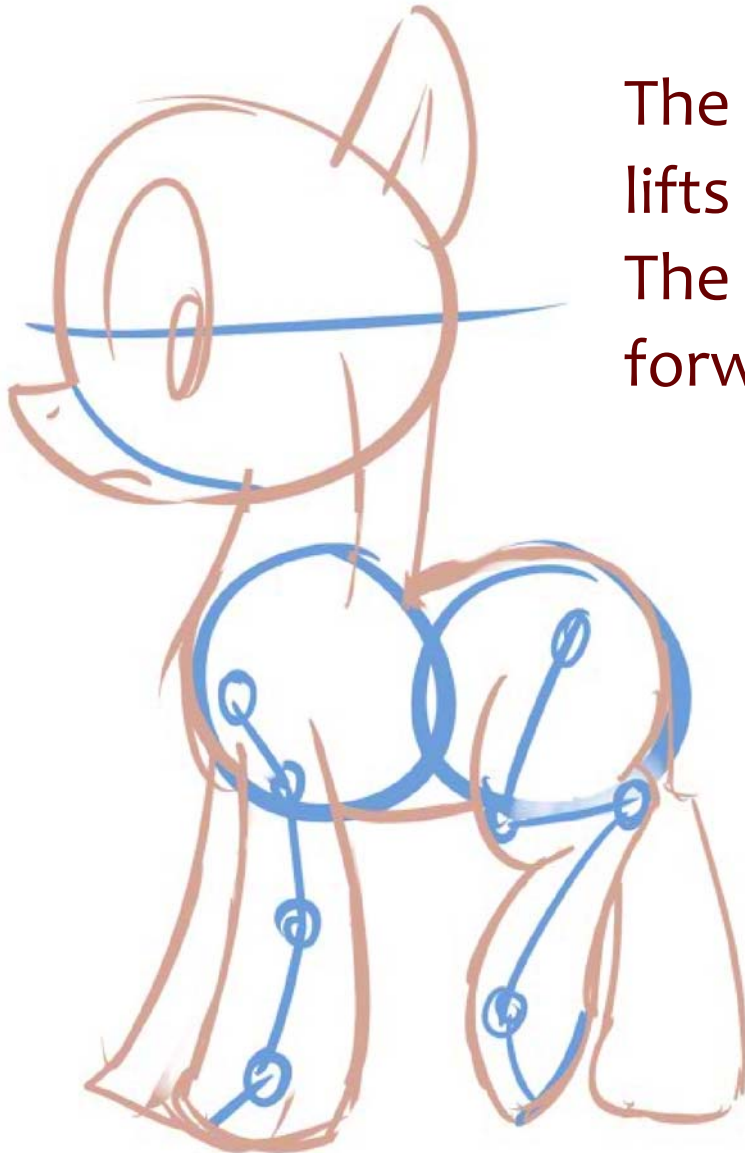
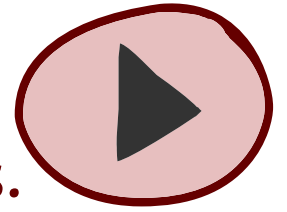
The elbow bends to lift up the rest of the leg.

The wrist droops forward.

The knuckle can also bend inwards, in the same direction as the wrist. It almost always does so when lifted. None of these can bend far beyond the 'straight' position.



The hip bends both forward and back, as well as out to the side, much like in humans.

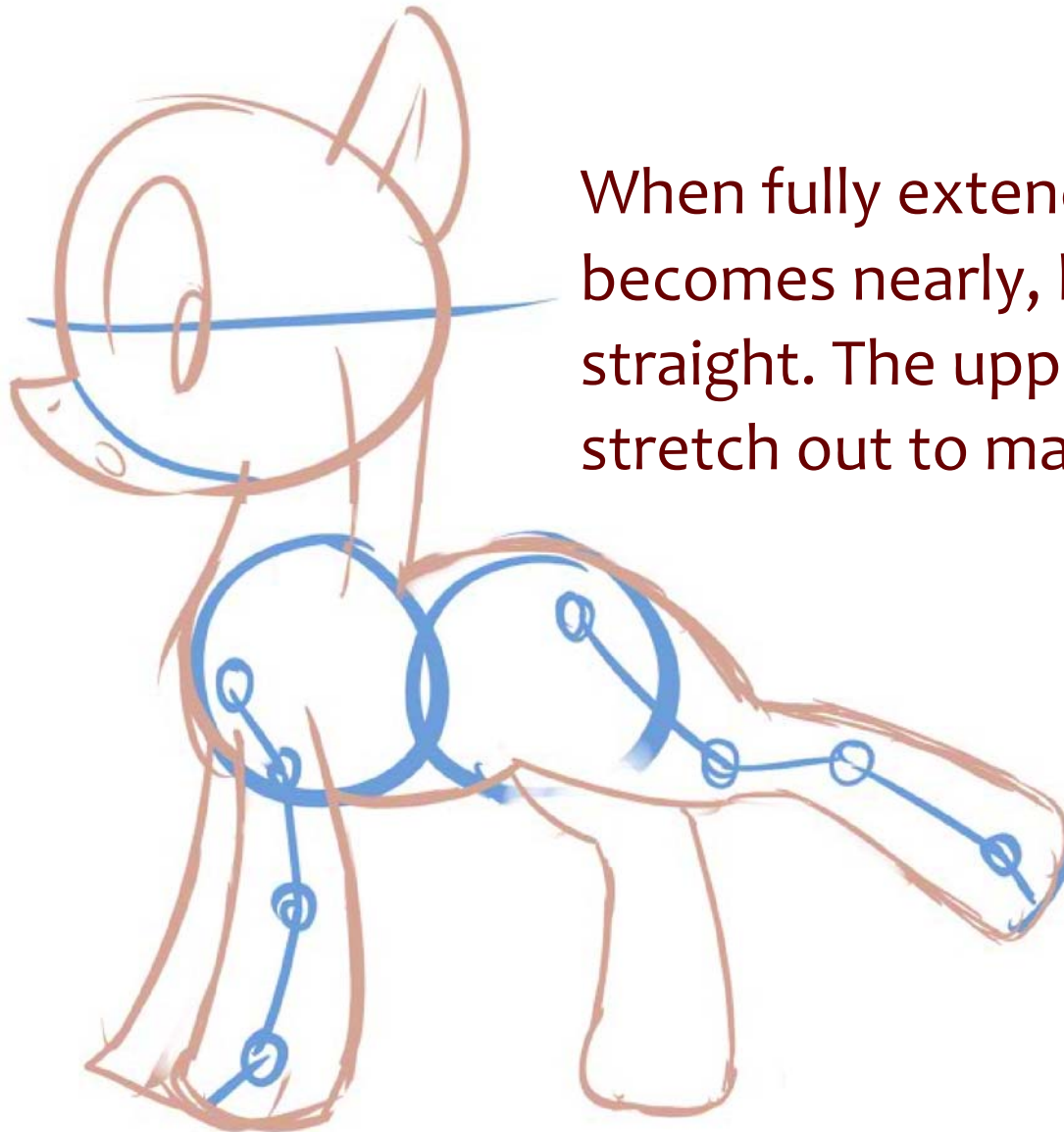
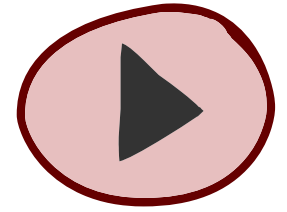
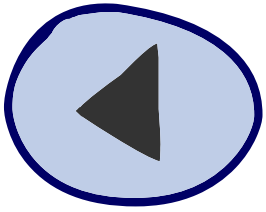


The knee can be pulled in, which lifts the leg.

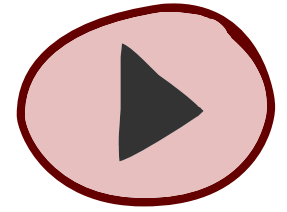
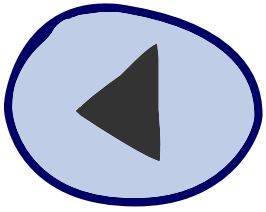
The heel generally also bends forward when this happens.

The hoof may bend backwards, much like how human toes can.

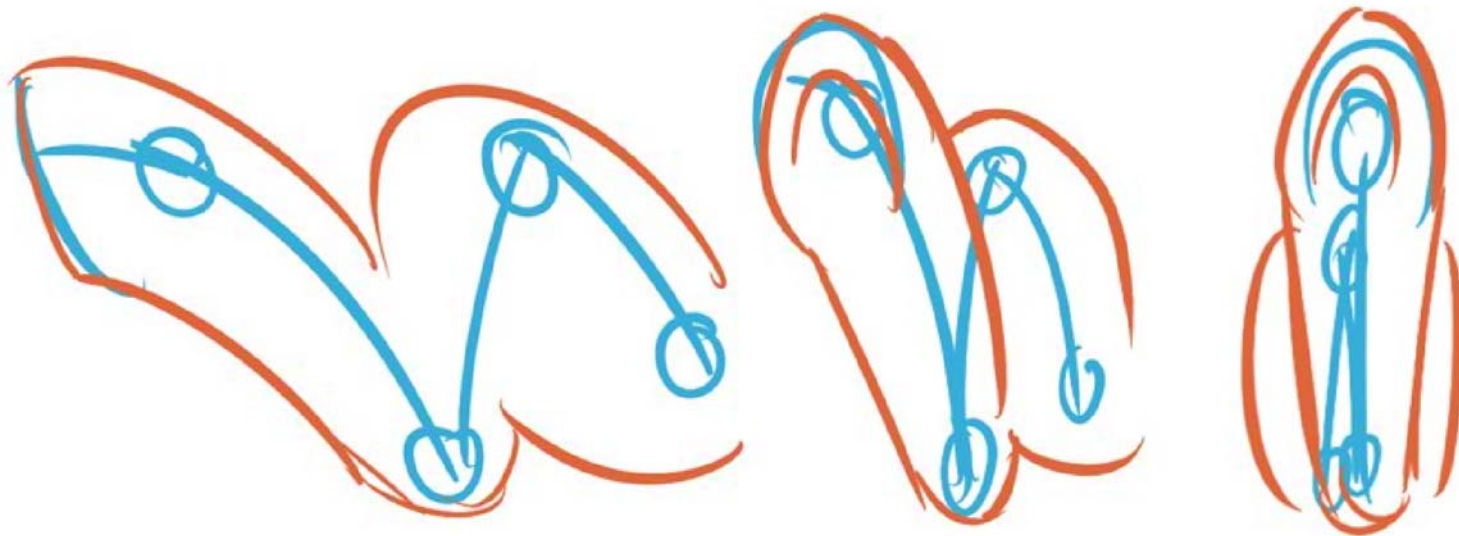
When lifted the hoof almost always bends backwards.

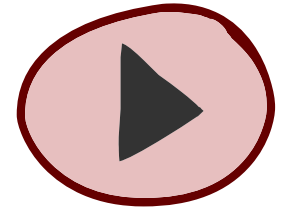
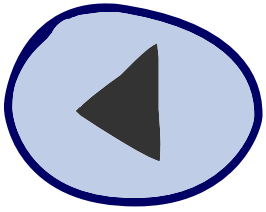


When fully extended the leg becomes nearly, but not fully straight. The upper leg muscles stretch out to match the skeleton.

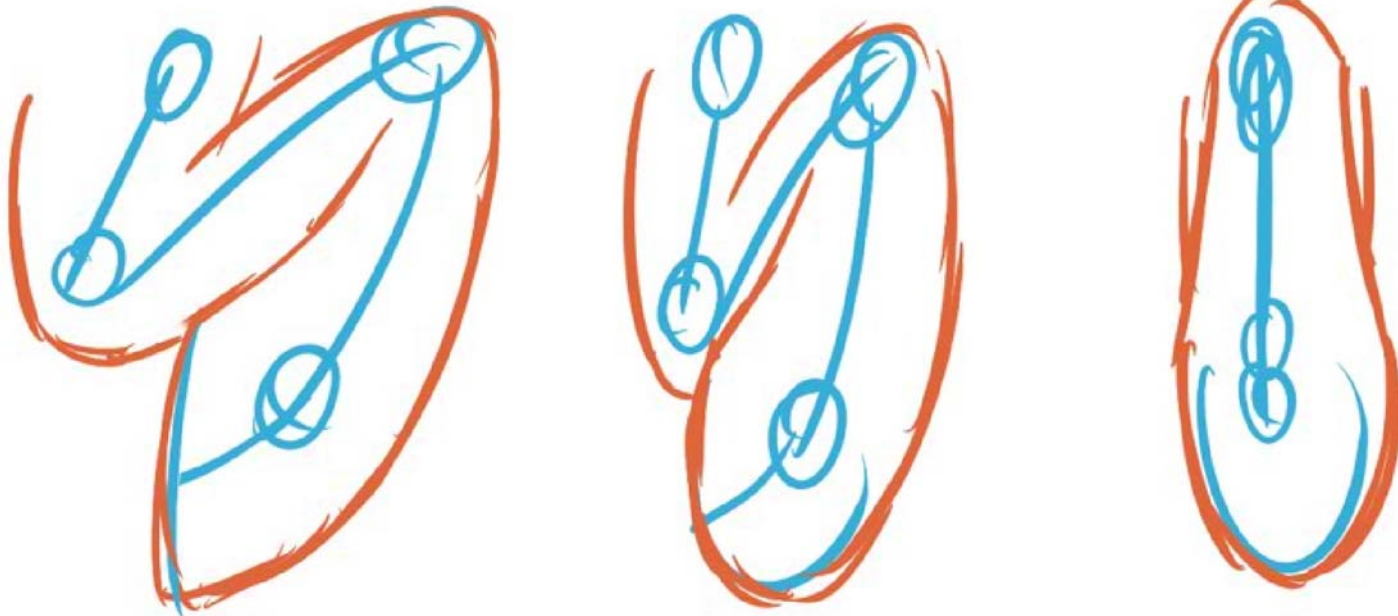


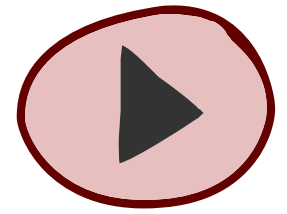
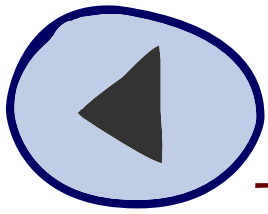
So when the back leg is rotated in 3D you can see the structure. The larger rump area, and the flat hoof shape at the end. Also the heel.



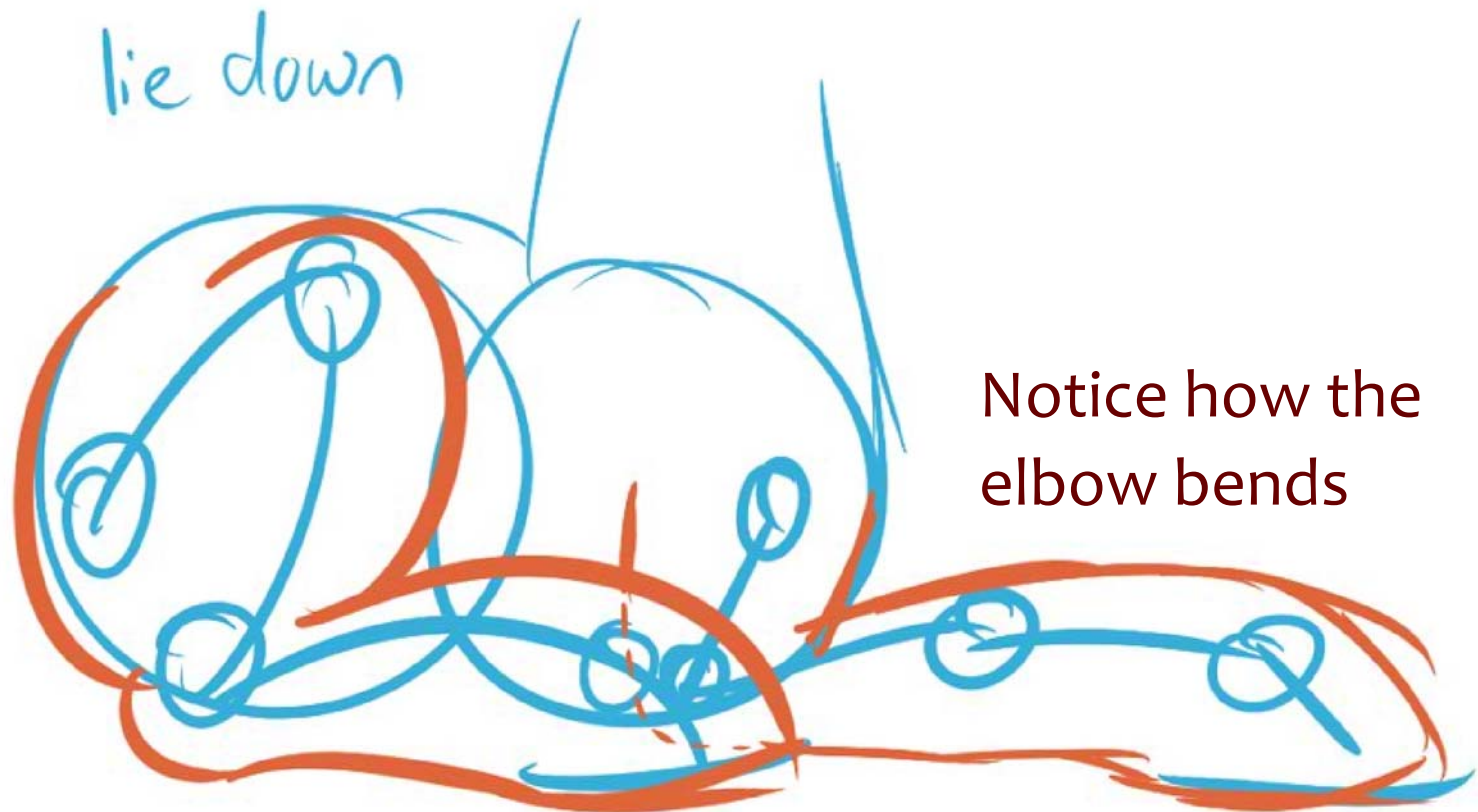


Similarly with the front leg you can see the relatively thick shoulder, then the gradually increasing thickness until you get to the large hoof.

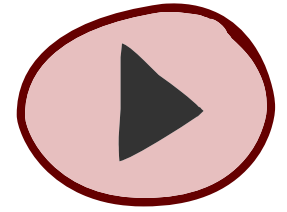
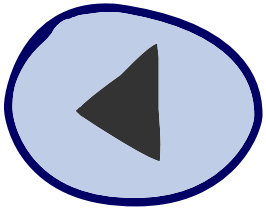




The hip can bend quite far forward when sitting. The hooves also generally tend to naturally bend forwards with gravity when relaxed.

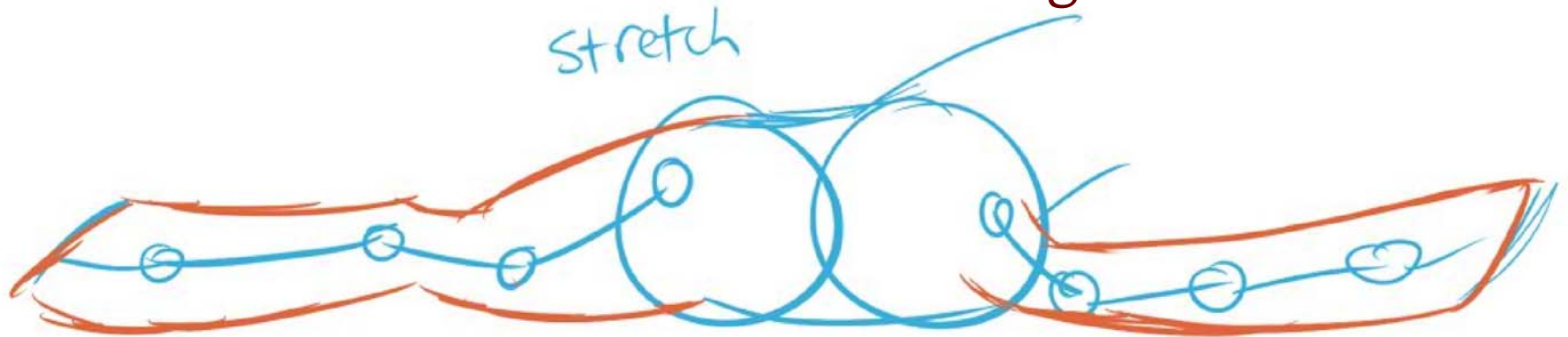


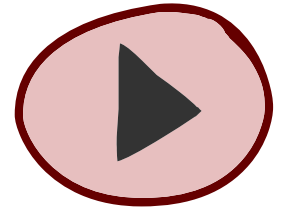
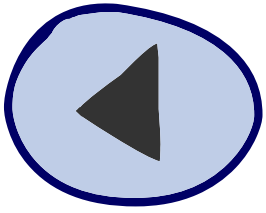
Notice how the elbow bends



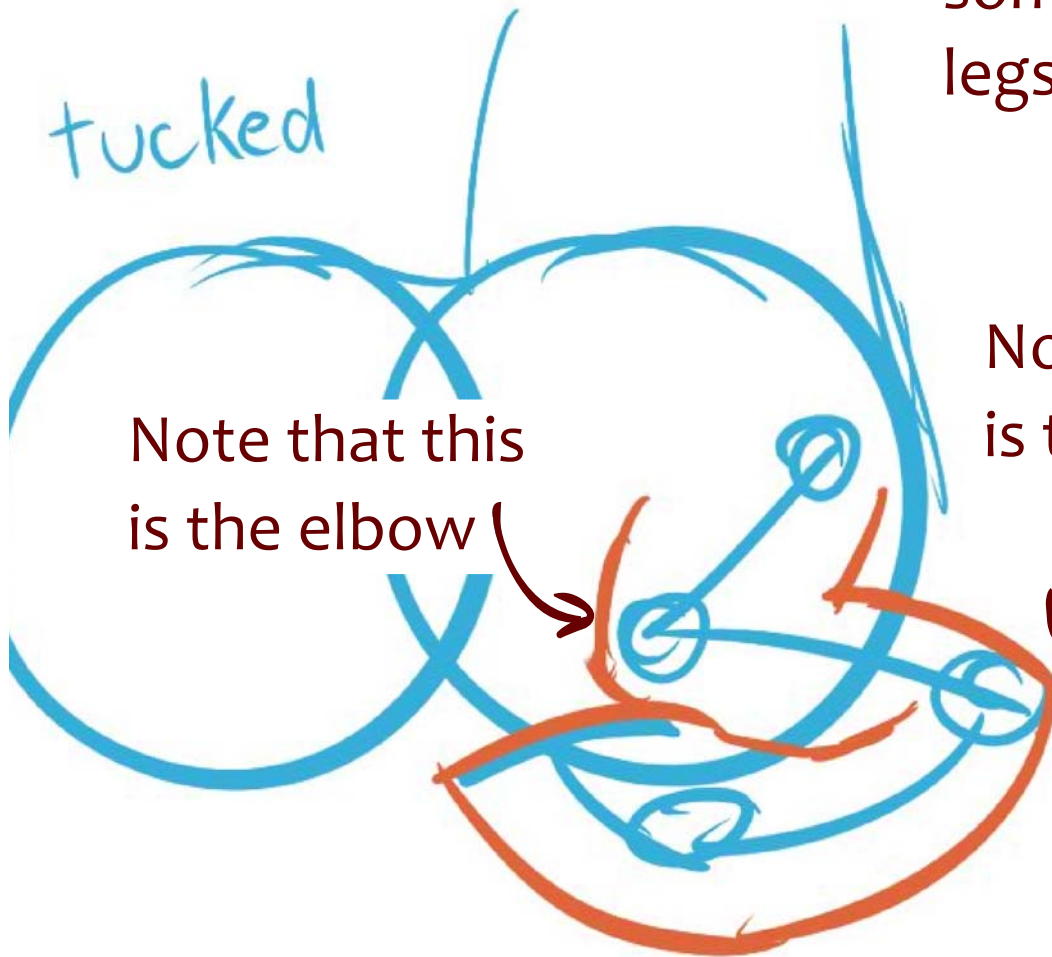
The hip also bends back quite far, and the legs can be very straight, but still maintain the heel and rump shapes.

The shoulder can bend forwards to stretch out straight.



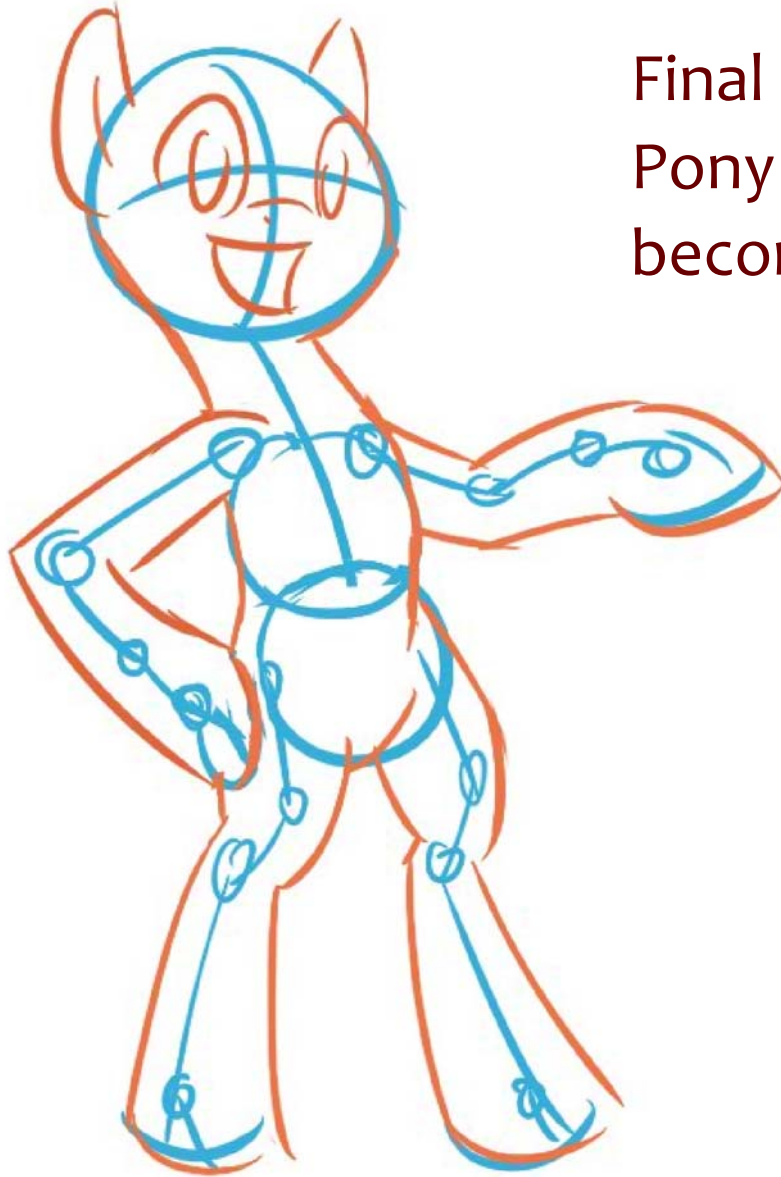
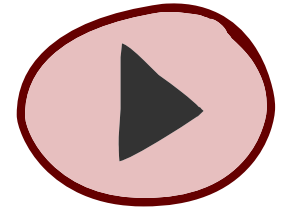
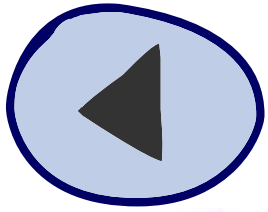


When sitting ponies sometimes tuck their front legs under their body.



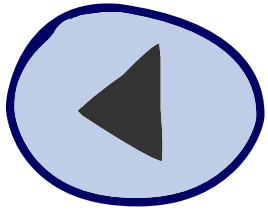
Note that this is the elbow

Note that this part is the wrist



Final note: anatomy in My Little Pony is flexible. At times it can become more human-like.

It's not an excuse to ignore the standard anatomy, however it can be useful when necessary -- but don't abuse it.



Alas we have reached the end of the tutorial. I hope that I have been able to instill some knowledge about equine limbs.

I will put some links to other useful references and guides in the deviation comments section.

Remember, just keep drawing, that's the only way to improve.