



## Intro to Equine Sculpture

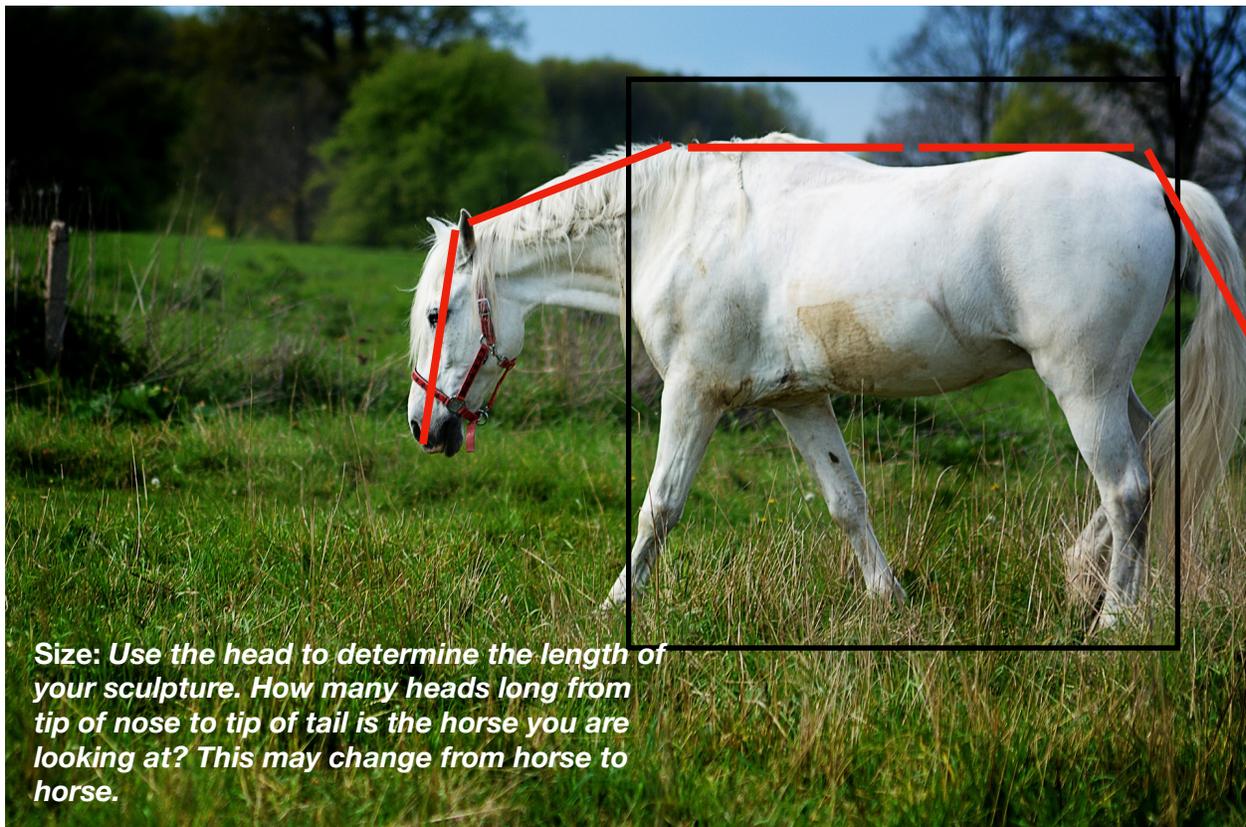
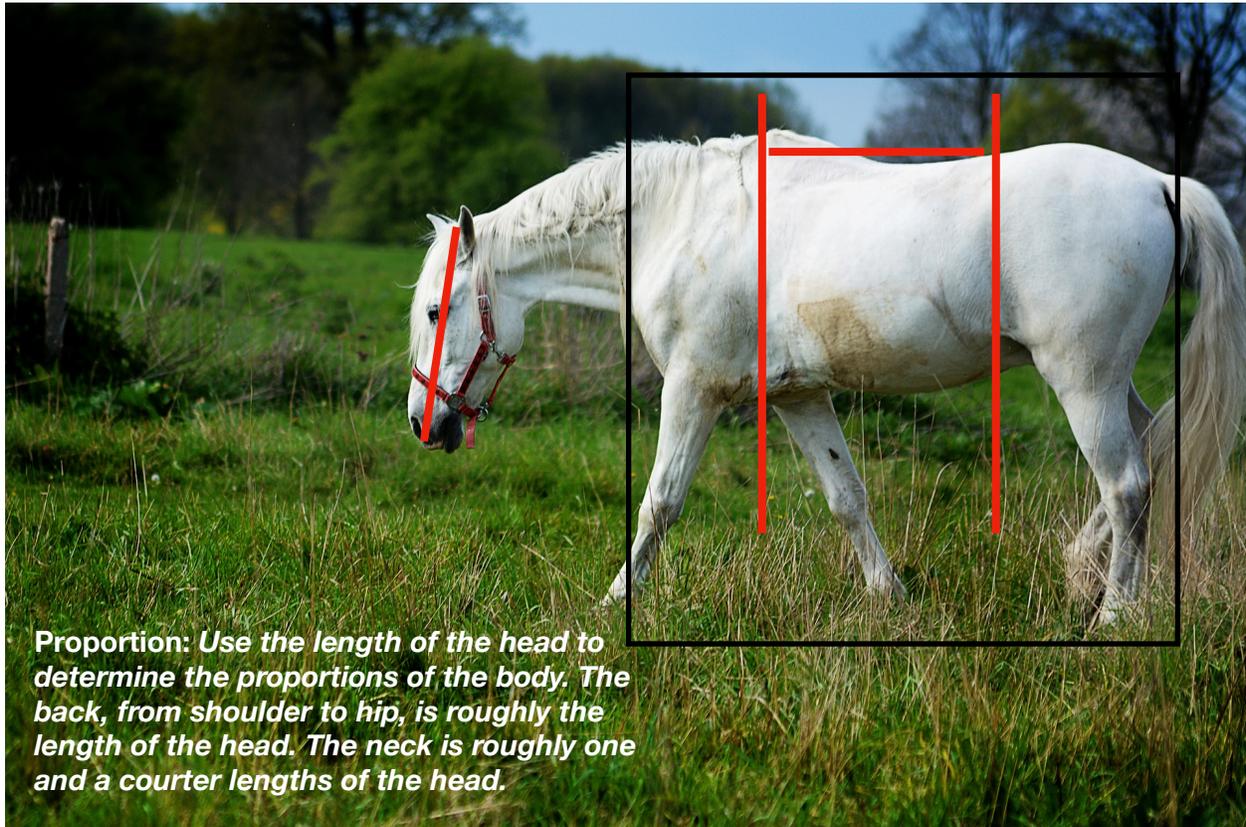
TYPES OF BONES			
TYPE	DESCRIPTION	EXAMPLE	FUNCTION
Long	long, cylinder-shaped	cannon bone, radius, humerus, tibia, femur	as levers and supports
Cuboidal	block-shaped	knee/hock bones	absorb concussion
Flat	thin, flattened	skull, scapula, pelvis	scaffold for muscles and legs, formation; protect organs
Pneumatic	contain air spaces	frontal, maxillary	house nasal passages
Sesamoid	accompany others bones in a joint	proximal sesamoids, navicular patella	reduce friction or act as pulleys from tendons
Irregular	oddly shaped, unpaired	vertebrae, short pastern, coffin, accessory carpal, larger hock bones	various

Table reference: *Horse Conformation: Structure, Soundness and Performance by Equine Research*

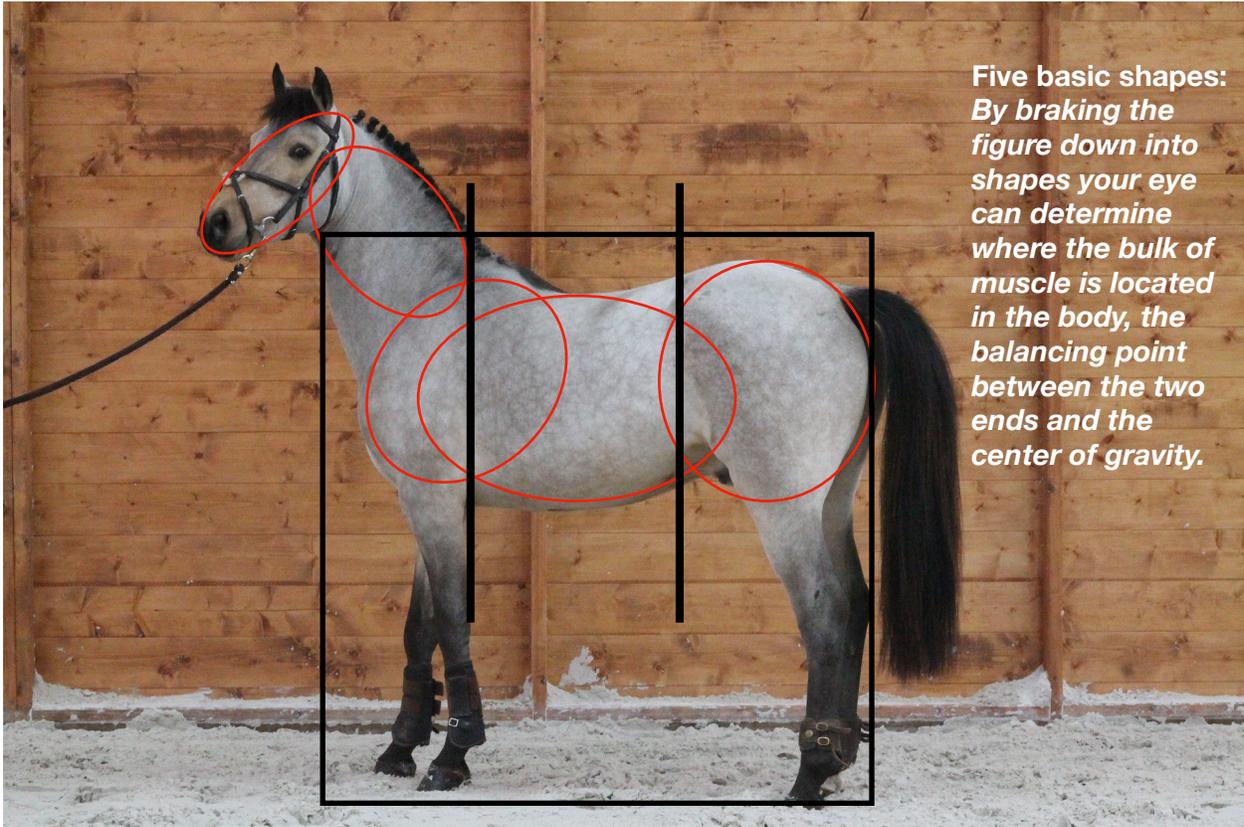
JOINT MOTION		
TYPE	DESCRIPTION	EXAMPLE
Flexion	bending	A jumper folding its forelegs has its knees flexed
Extension	straightening	A racehorse reaches forward, has at least one knee extended
Rotation	twisting around the axis	A polo pony turning quickly to follow the ball rotates on one forefoot.
Adduction	moving towards the middle of the body	A dressage horse performs a side-pass crosses the left foot over the right to adduct the left leg
Abduction	moving away from the middle of the body	...and when it lands, the right foot reaches out sideways for the next step, abducting the right leg.

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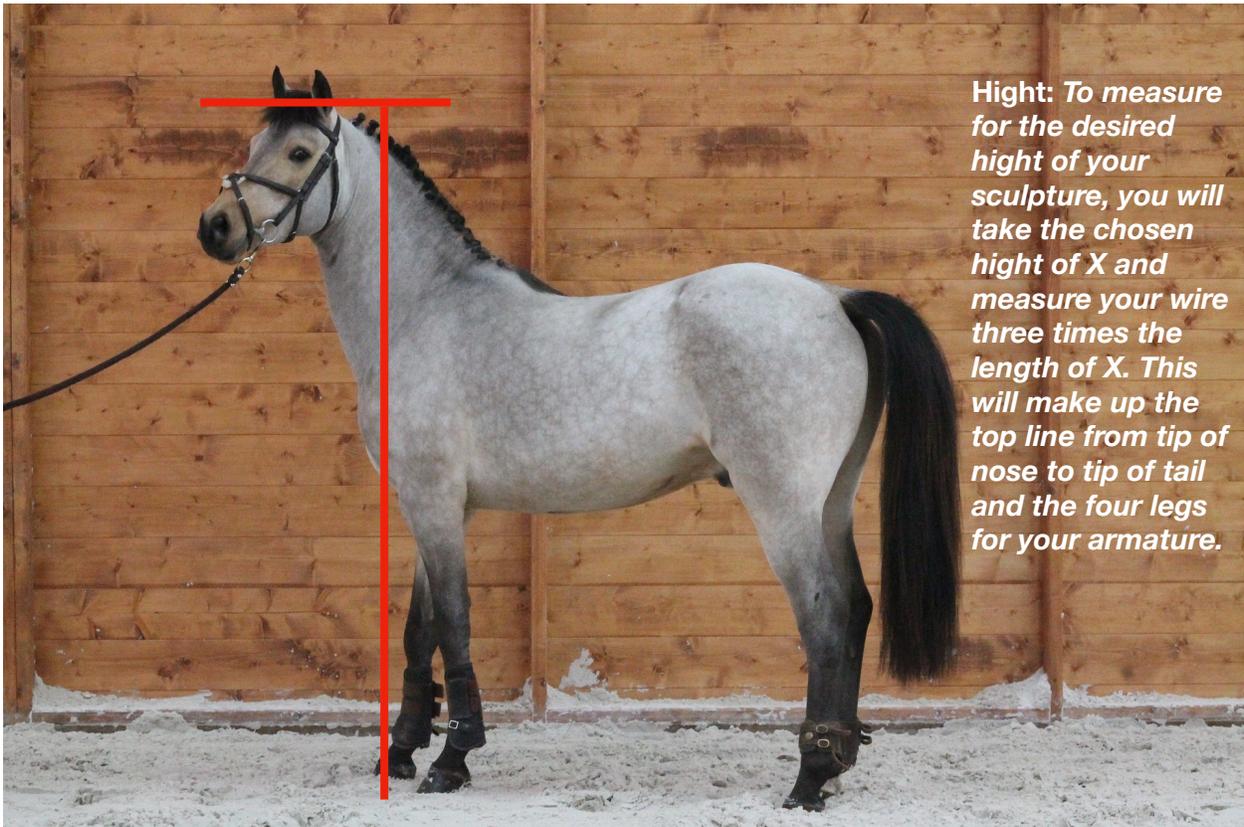
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Five basic shapes:  
By braking the figure down into shapes your eye can determine where the bulk of muscle is located in the body, the balancing point between the two ends and the center of gravity.



Hight: To measure for the desired hight of your sculpture, you will take the chosen hight of X and measure your wire three times the length of X. This will make up the top line from tip of nose to tip of tail and the four legs for your armature.