

Fairy Tale #7 • The Magic Horse



THE MAGIC HORSE

Hi and welcome to Fairy Tale #7, "The Magic Horse," which is part of the 1001 Arabian Nights stories.

Let's Begin!



Research & Discovery

This lesson's research and discovery period includes two parts:

1. Read the Text	Page 3
2. Draw 100 Imaginary Horses	Page 4

I estimate the above assignments will take about 2.5 hours. (Depending on your schedule, you might want to space out your drawings in smaller chunks.)

For those of you who have more time to devote during this time, I've provided a couple of extra credit assignments on page 12.

Have fun, and see you at the facebook sites!





Assignment #1

Read the Text

The first assignment is to read the story! The link for the PDF is

http://www.carlasonheim.com/wp-content/uploads/2014/09/TheMagicHorsepdf.pdf

Optional: Read a variation the tale found at the following link:

 $http://chestofbooks.com/fairy-tale/Arabian-Nights/The-Story-Of-The-Magic-Horse.html {\it\#.VBxXqI525XU}$

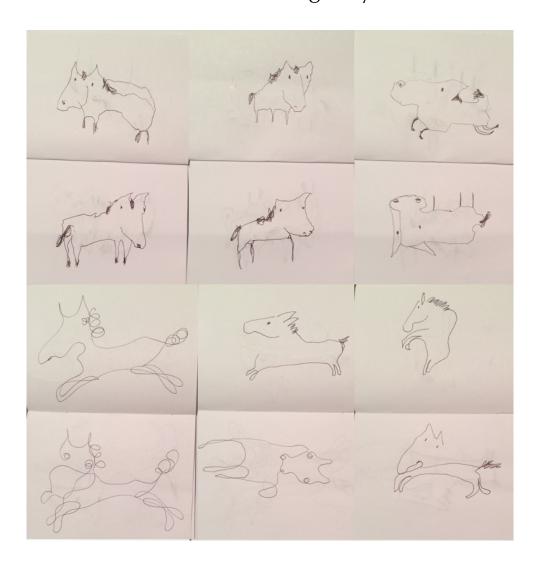
Or watch this animated version here:

https://www.youtube.com/watch?v=MifXFdwX3uc



Assignment #2

Draw 100 (or so) Imaginary Horses



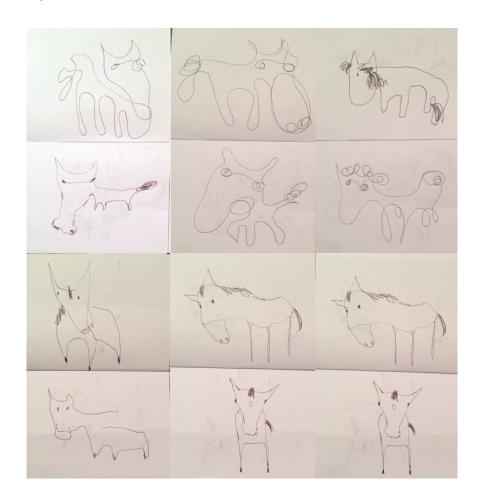
When you draw from "imagination, you are actually drawing from memory... memory of photos you've seen, horses you've known, illustrations from your childhood... all of your past experience with what a horse looks like is embedded in your brain and can be teased out in the form of stylized, imaginary drawings (because, like most memories, your memories of horses might be a bit distorted!).



For this assignment you will not rely on references as we have in previous lessons. Let's experiment with letting your conscious and subconscious memory of horses, combined with exercises designed to incorporate serendipity and chance, create fun, whimsical horses that are uniquely yours!

Below are instructions for five different ways to create imaginary creatures, and to begin the process of possibly "lucking" on a horse character that might be cuter than you might create without the limitations to follow.

NOTE: If you feel you don't know what a horse looks like, you can take about 10 minutes or so before beginning your horse drawings and just look at horse photos and illustrations. Don't draw with your pen, but draw with your eyes! Try to memorize the way a horse's ears are shaped, or the sway of the back. Then, put the photos away!





STEP 1: Make or Purchase a Small Sketchbook

The first thing to do is to find or make a small sketchbook. The object for this month is to fill the whole thing with drawings of horses from our imaginations, so pick one that you feel you can complete.

Any smallish notebook will work. You can make your own "throwaway" sketchbook by cutting 5 sheets of computer paper in half (8.5"x5.5"), then folding and stapling.

Use notebook paper, graph paper, or plain paper... but don't stress about the quality: Sometimes I find it helpful when working with my imagination to use "cheap" paper, as it takes some of the pressure off of making a "good" drawing.

STEP 2: Draw from Imagination

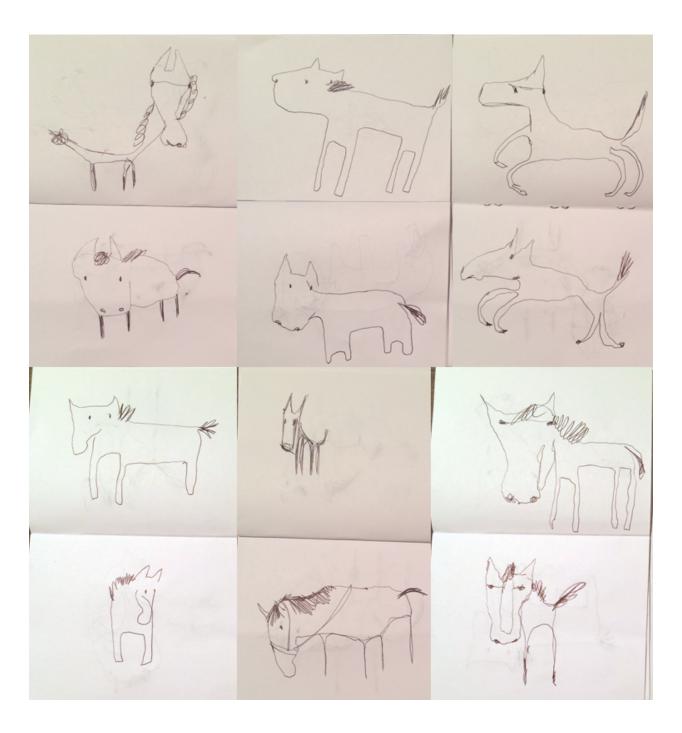
Following are five exercises to help combine your memory and serendipity to create unique horses! Next time we will take your horse character and incorporate it into your mixed-media assignment, so have fun and draw a lot! (Remember, many of these assignments will result in some "interesting" horses. That's why we are drawing SO MANY... so that there will be one or two at the end that we really like.)

The five exercises are:

- 1. Eyes-closed drawings
- 2. One liners
- 3. Scribbly one-liners
- 4. Wrong-handed drawings
- 5. Draw horses in bed

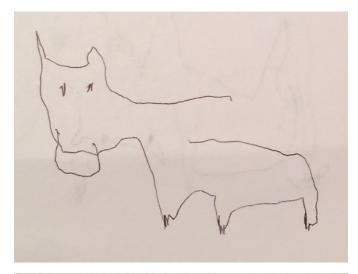


Horses!





Exercise #1
Eyes-Closed Drawings

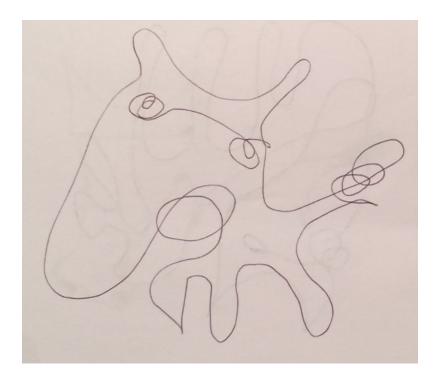




This exercise is exactly that... draw 10-30 horses with your eyes closed. Use your free hand to feel your way around the paper so you don't accidentally go off the page. And brace yourself for some really silly drawings!



Exercise #2 One Liners



One-liner drawings are drawings quickly done in one continuous line: Once you put pen to paper, do not lift until your drawing is complete.

This is another exercise where you might have a lot of "funny" drawings, but don't worry! Just draw fast, a little faster than is comfortable, and really let your subconscious be in the driver's seat.

Think loops! And don't forget the eyes!

Draw about 20 one liners.



Exercise 3
Scribbly One Liners



Scribbly One Liners are similar to the one-liners on the previous page, only instead of thinking "loops," think "scribbles." In addition, experiment with slowing down, pausing, restating lines, etc. You can even lift your pen once or twice if you must!

Additionally, experiment with different poses. Try a profile, a horse with three legs, a horse jumping in the air.

Do 10-20 Scribbly One Liners.



Exercise #4
Wrong-Handed Drawings



Simple. If you are right-handed, put your pen in your left hand.

If you are left-handed, put your pen in your right hand.

Draw 10-20 wrong-handed horses.



Exercise #5 Draw Horses In Bed

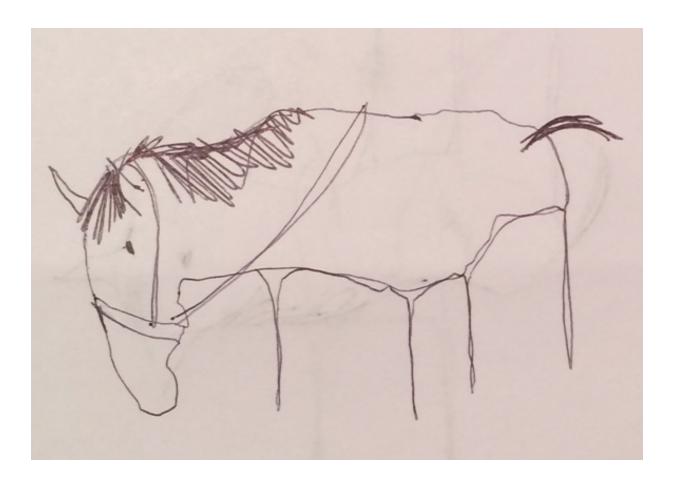


This is the very first exercise in my first book, "Drawing Lab for Mixed-Media Artists" (though instead of drawing cats in while sitting or lying in bed, you will draw horses).

The idea is that you are not in the "proper" sitting position to draw... you might be on your tummy on top of a pillow, or your paper is resting on your knees if you are lying on your back... the paper is flopping around, causing your line quality might be less perfect... a good thing!

Draw 10-30 horses from your head (experimenting with different poses and positions)... while lying in bed!





The main thing to remember with all of these drawings is to have fun! Try not to judge your results... you are actually aiming for something less perfect in these.

And again, if you find yourself getting stuck as to what a horse might look like, go ahead and peek at some photos of horses. (But just don't draw them! This is an exercise in imagination/memory only.) Next time we'll pick one or two and incorporate them into our mixed-media illustrations.

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