Setup

Press L (Shortcut to start a new sketch) and select plane (One)

Create rectangle with 2-point rectangle (Two)

Use midpoint tool to select the bottom of the rectangle and click the origin point to centre rectangle (Three)

Use sketch dimension to define the height and width of the rectangle. H:50 W:30 (Four)

Insert reference image. Insert > Canvas > Insert from my computer. Search for image. (Five)

To insert canvas, click the previously created rectangle. Flip and scale the reference image accordingly. (Six)

Press the finish sketch button on top and hide rectangle. Rectangle is only used to scale the horse. Hide the sketch. (Seven)

Working on 3D modelling the horse.

Base  
Create a new sketch and select a new plane to model the horse. (Eight)

Under the create tab, use the line, arc and spline tool to out line half of the knights base. Finish sketch. (Nine)

Select the base sketch. Press revolves. In the menu, there are 4 options… blah blah blah (Ten)

Horse  
Create new sketch and draw out the horse. Same steps as the fucking base sketch thanks bye love you dorvill finish sketch (Eleven)

Select sketch. Extrude. Explain the selection fuck of (twelve)

Create new sketch on the plane where the ear is (13, 14, 15)

Delete top bar thing (16)

Mane  
New sketch same thing. Sketch out the mane of the horse. (17)

Extrude the mane of the horse as previously done (18)  
  
Chamfer the sides  
Select all the edges that you would like to make look pretttttty (19)  
Chamfer (20)