



### Learn How to Create 3D Rick And Morty Character By Zerina 3D

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**Learn How to Create 3D Rick And Morty Character:** In this class, we will design Morty in the popular TV show Rick as well as Morty.

The character will be designed using an essential mix of modifications and mashes. The model will be low-poly modeling, simple to model, and ideal for novices.

Before we can begin modeling the persona, we'll require the images from the Morty references. Once we've imported the reference images, we'll build the character. First, we'll create the base of the head. Then, we'll create the body's other parts. When we're done modeling limbs and body of Morty, we'll focus on the face, to which we'll apply the fundamental principles of modeling. After we've completed modeling the face of Morty, we'll then add eyebrows and hair.

When we're done creating your character's model, you can begin adding the elements and completing the creation of the character. The video will show how Riggify's Add On is used and how you can apply the meta rig to your character, build the bones, and position the model. Then we'll pose the character, alter the settings, and then have the ability to render our scene.



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