

1 Generate the Texture

1. Draw the texture using a generic image editor software (Paint, Adobe Illustrator, etc.)
2. Save the image as a 2048x2048 .bmp or .png. Other sizes such as 1024x1024 or 512x512 also work.

2 Generate the Plane

1. Open Blender and clear the canvas (A + Del)
2. Add a plane (Object Mode: Shift+A - plane)
3. Rotate the plane (R+X+90) such that it lays in the XY plane
4. Scale the plane (S+<Number>)
5. Apply Rotation and Scale (Object Mode: Ctrl+A - Rotation and Scale)
6. Flip Normal

3 Texture the Plane

1. Split the screen and use half for a UV/Image Editor
2. Go to Open Image and add the image previously generated
3. Unwrap the Plane (Edit Mode: U - Unwrap)
4. Play with the plane projection on the image until perfection is achieved
5. In the properties area go to materials and Add new material
6. Use: maximum diffuse intensity; minimum specular intensity; Shadeless material
7. In the properties area go to textures and add new texture
8. Use: Image or Movie; Link to the image you created, no alpha; Coordinates UV, UVMap, Flat projection; only maximum diffuse color.

4 Export the Textured Plane

1. File - Export - .FBX
2. Select path to save (keep it as the same path as the image)
3. Properties: Operator Presets; FBX 7.4 binary; Main; -Z forward; Y Up; only Armature and Mesh; Path Mode = Strip Path