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How to get proper OBJ + MTL files with Blender
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    0. Remove default cube (press DEL and ENTER)

    1. Import / create model

    2. Select all meshes (Select -> Select All by Type -> Mesh)

    3. Export to OBJ (File -> Export -> Wavefront .obj)
        - enable following options in exporter
            Material Groups
            Rotate X90
            Apply Modifiers
            High Quality Normals
            Copy Images
            Selection Only
            Objects as OBJ Objects
            UVs
            Normals
            Materials
            |
        - select empty folder
        - give your exported file name with obj extension
        - click on Export: No existe el archivo o el directorio
^C^C^C^C

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work | 1-vim | 2-bash  4-bash |
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