RACE SIM STUDIO

Assetto Corsa Car Painting Guide Formula RSS2 V8

Hello , And welcome to the technical painting guide ,
I will start the structure of the guide with the key names of the files ,
as found inside the "texture" folder provided
starting with the most relevant first .

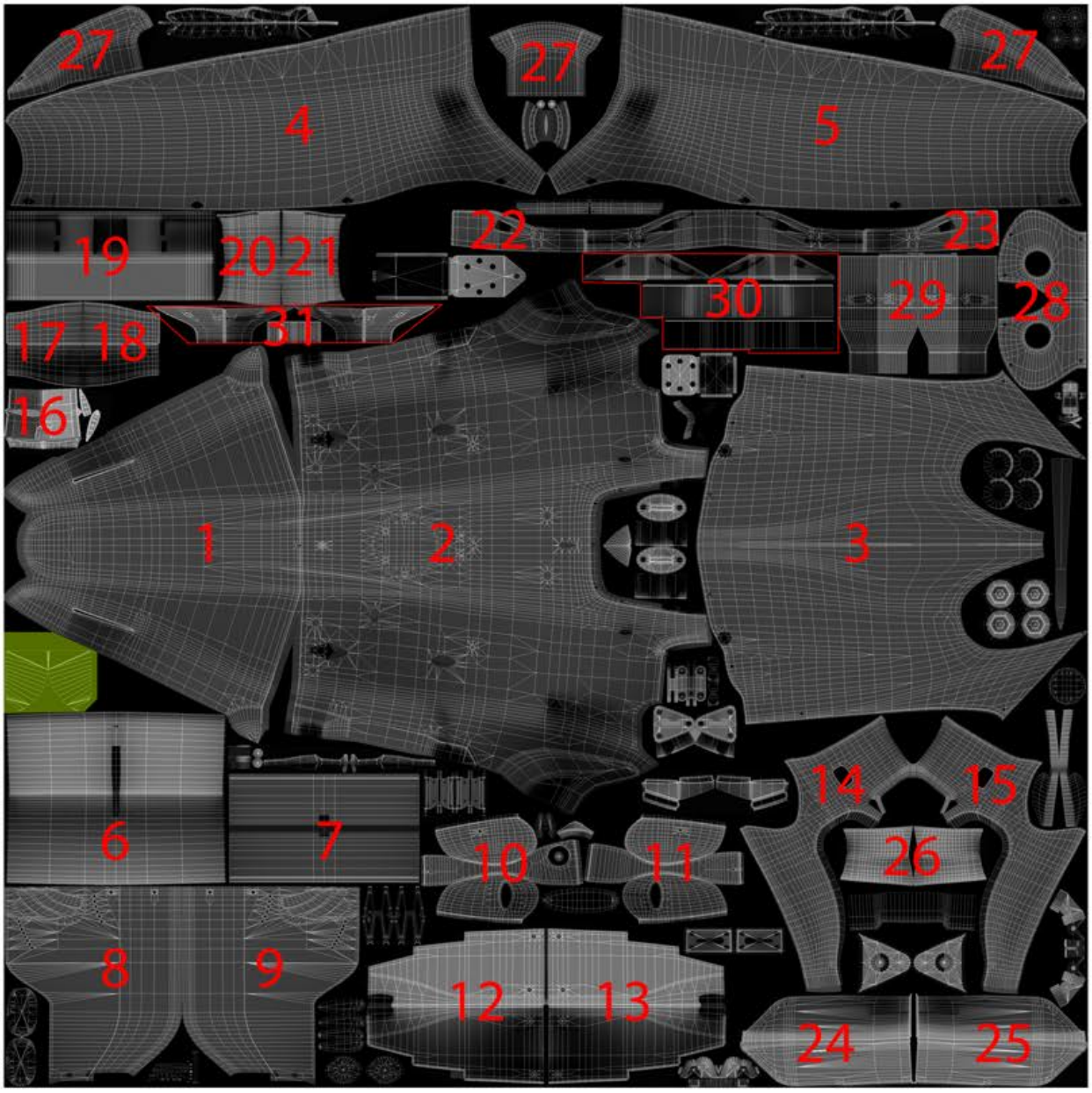
RSS2_Chassis_D

The RSS2_Chassis_D file ,
is the main file on the car in which is painted with the most graphics and logos , and this is the 1st step in building a perfect livery of your own choosing or something you wish to replicate .

here are the DDS settings used on our car ,
these will give you the best results regarding effects ,
in which we get deeper into shortly ,
but here are the settings for now .

DXT5 ARGB 8 bpp | interpolated alpha

RSS2_Chassis_D



As you can see in the reference picture above ,
it is really complex with the sheer amount of UV on the texture ,
I Have provided here a sample of key numbers as basic reference ,
so you have some understanding on the layout of the template ,
to make it easier for you to paint in 2D / 2 Dimensions on the UV,

I recommend on painting our cars specifically in 3D ,
only to get best results ,
as painting in 2D it is really hard sometimes not all the time ,
to get LOGO especially 100% perfect level or the positions that you are requiring sometimes with not desired results ,

lets continue of page 3 with the reference numbers as seen above .

RSS2_Chassis_D

=1 Front Nose
=2 Front Mid Section
=3 Rear Engine Cover / Left / Right
=4 Right side / Side Pod
=5 Left Side / Side Pod
=6 Rear Wing / Lower Flap
=7 Rear Wing / Upper Flap DRS
=8 Rear Wing / Right Side End Panel
=9 Rear Wing / Left Side End Panel
=10 Right Mirror
=11 Left Mirror
=12 Right Side Barge Board
=13 Left Side Barge Board
=14 Right Side Air Box Cover
=15 Left Side Air Box Cover
=16 TCAM , Top of car / Roll Hoop
=17 Left Flap Front wing
=18 Right Flap Front Wing
=19 Front Wing Bottom Beam
=20 Right FW Aero Flap
=21 Left FW Aero Flap
=22 FW Right End Plate Upper
=23 FW Left End Plate Upper
=24 FW Right End Plate Lower
=25 FW Left End Plate Lower
=26 Left and Right , Lower Wing Mirror Carbon
=27 Cockpit Driver Surround , 3 Values
=28 Left and Right Fuel Filler Cap
=29 Left and Right , Turning Vanes
=30 FW Nose Strut Covers , FW Inner Carbon Plates
=31 FW Outer End Flaps , Most frontal part of FW

RSS2_Chassis_D

Now we some understanding on the layout of the UV Template ,
and the settings recommend to use ,
let us dig a little deeper into the effects on the Alpha Channel ,

as we can see here

The Alpha Channel , specifically on the main Kunos shader ,
in the SDK , for car paint ,
gives the car certain effects , and these effects are controlled mainly by this texture "metal_detail"

and now if you can imagine the Alpha Channel as a light switch in your house ,
it is controlled by transparency, where full 100% black in the Alpha ,
Will show 100% of the "metal_detail" texture ,
100% white Alpha Channel will show 0% and 50% Grey scale map ,
will show 50% of the detail map ,

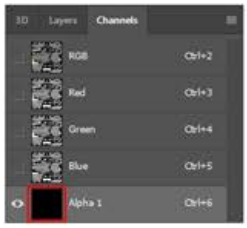
The "metal_detail" texture , If loaded into your skins folder ,
overides my default detail texture stored inside our cars .kn5 model,

This texture is fully customisable ,
and on our base skins provides CARBON on our chassis controlled by our custom Alpha Channels ,

Page 5 / I will provide a short example .

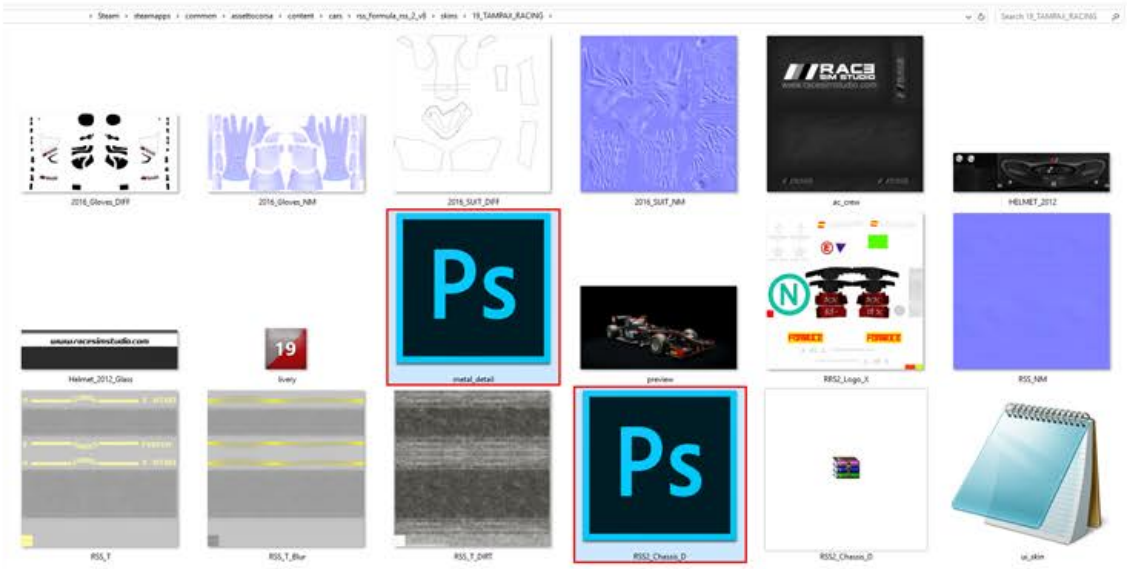
RSS2_Chassis_D // Alpha EXAMPLE

Now for this example ,
I have painted the Alpha Channel 100% Black , as you can see below inside Our RSS2_Chassis_D texture ,



Now I will create a custom "metal_detail" map

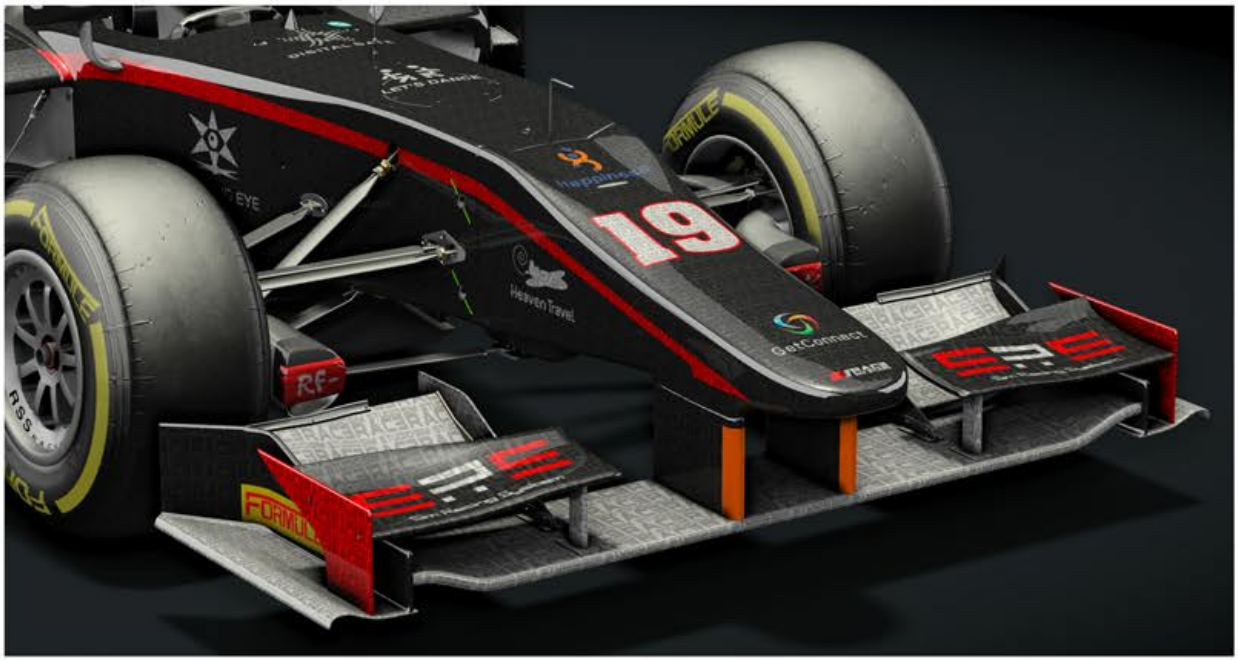
I Will save this and save it inside our skins where I just saved my chassis map and lets look at the results of it in our short example here is the placement of the 2 files shown here below and highlighted in red ,



Lets briefly take a look on page 6 at 2 screenshots with custom alpha map and custom "metal_detail"

RSS2_Chassis_D // Screenshots

Here is a screenshot I just taken ,
Using the custom "metal_detail" And our black alpha channel in our chassis .



As we can see you can really interesting results ,
And get really creative with these hidden textures ,
Most Official Content from Kunos use CARBON ,
Most cars have a special metal flake , But all use the same method,
So this example and techniques will work on nearly all cars .

Below , Is a picture of my car , As of current using this technique ,
But with really complex Alpha Channel on our RSS2_Chassis_D ,
In which took a while to set up ,
But now hopefully you can see the way to manipulate these textures .

RRS2_Logo_X

Now lets move on to a new texture and new settings ,
I will provide information for the RSS2_Logo_X.dds ,
but these settings also work for the following textures as well .

RRS2_Logo_X.dds
RRS2_Logo_Z.dds
RSS_Logo.dds
INT_Display_Main.dds

After the RSS2_Chassis_D.dss we just covered ,
regarding the graphics and logos , and alpha channel settings ,
these 4 textures cover the rest of INT / Internal , and EXT External,
logos and details on our chassis .

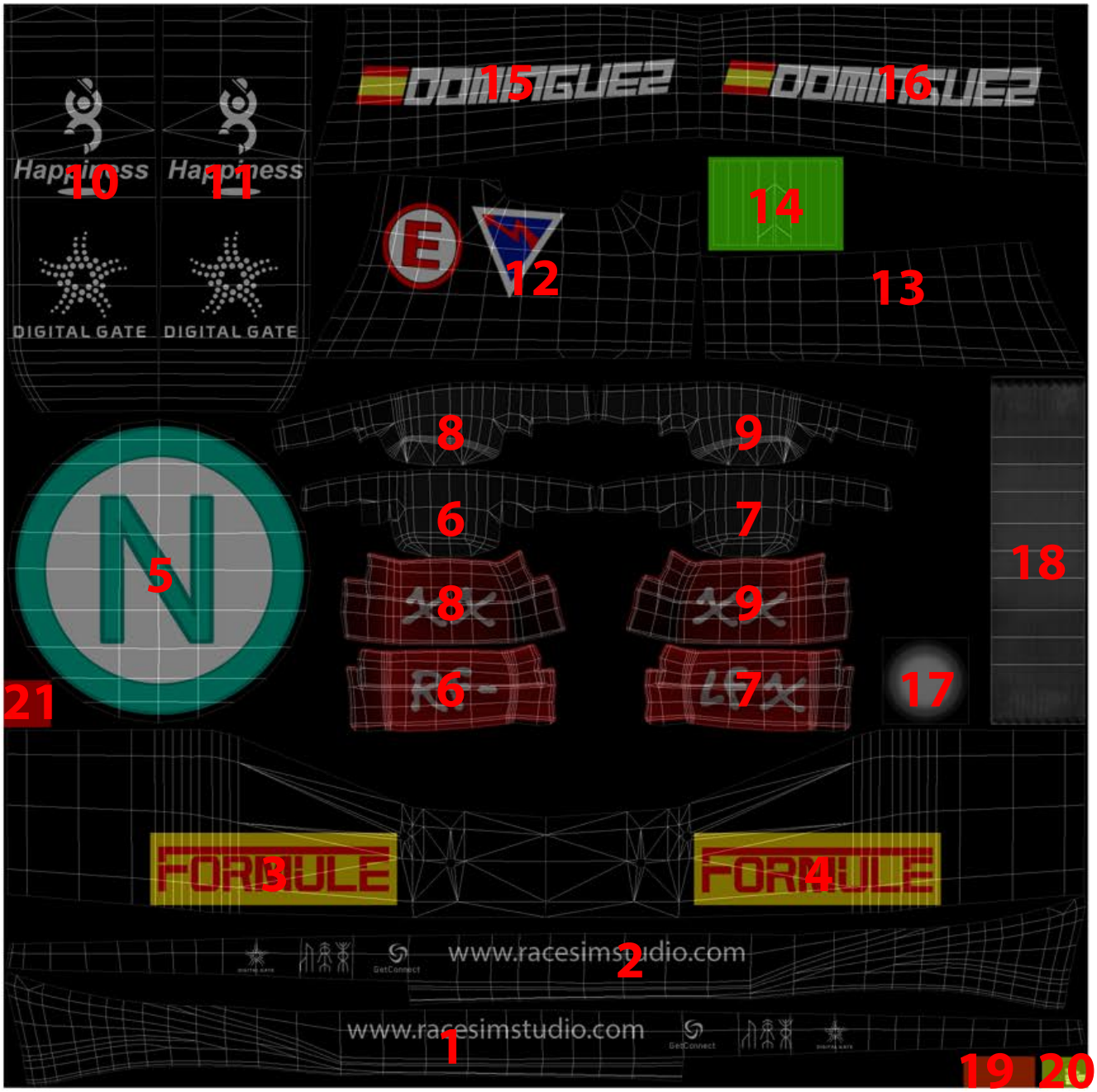
I will shortly explain again like previously where everything is on our texture , so you have a greater understanding and give settings for saving your files from our cars for these maps .

DXT5 ARGB 8 bpp | interpolated alpha

As highlighted in pink are parts and extra logos not included on the main RSS2_Chassis_D.dds map , these extra 4 textures cover .

RRS2_Logo_X

Here is the main RRS2_Logo_X texture I will show as before ,
where everything is so its clear for you to customise everything .



Page 9 I will show the parts ,
page 10 will go into more details regarding settings ,
for the 4 textures we are discssuing.

RRS2_Logo_X

=1 Left Side / Carbon Logos
=2 Right Side / Carbon Logos
=3 Right Side FW End Plate Logos / YELLOW
=4 Left Side FW End Plate Logos / YELLOW
=5 N Sign , Medical Warning / Safety
=6 Right Front , Air Intake Cover
=7 Left Front , Air Intake Cover
=8 Right Rear , Air Intake Cover
=9 Left Rear , Air Intake Cover
=10 Left Side RW End Plate , Internal
=11 Right Side RW End Plate , Internal
=12 Right Side Warning Safety Signs
=13 Left Side Logo details / LEFT BLANK
=14 Front Nose , Quick Release Markings
=15 Right Side / Driver Name Tag
=16 Left Side / Driver Name Tag
=17 LED / NA
=18 Cocpit PULL Tape / NA
=19 Front Nose Struts , Orange Covers
=20 TCAM Yellow
=21 Emergency Engine stop , Right Side / RED

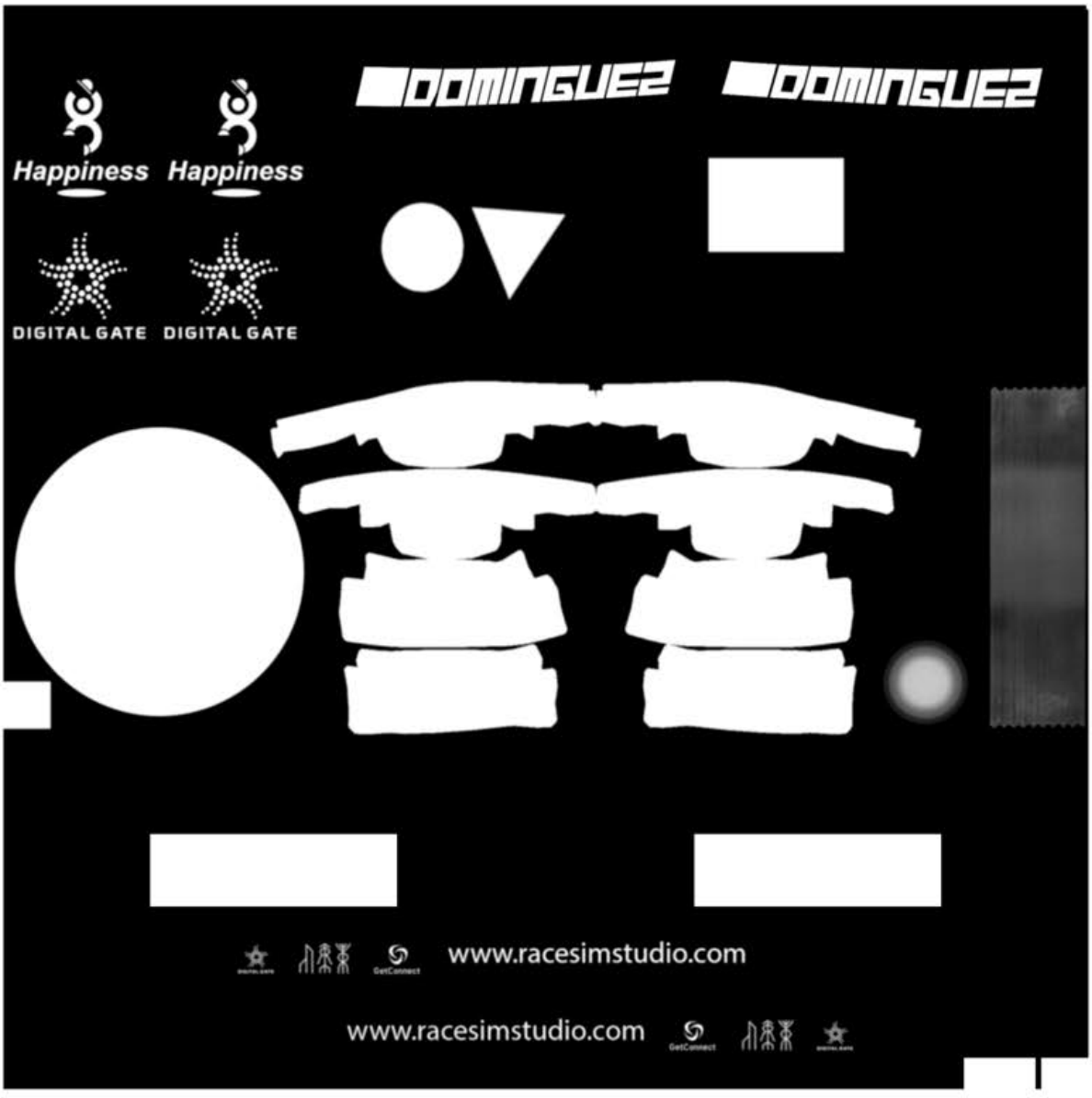
RRS2_Logo_X

As I explained before , regarding the alpha channels and properties , these alpha channels work the same ,
but instead of hiding textures by transparency ,
they hide parts instead , but the same settings apply ,

100% black in the alpha channel , fully covering a UV part or all the UV will either hide the part fully if you select only a certain area of the UV to paint , or paint all the UV black and will hide everything from view ,

100% white in the alpha channel , will show 100% of any logos or any UV parts , or all parts selected by fully making everything white ,

Here is an example of our RR2S_Logo_X Alpha Channel



RRS2_Logo_X

The **=20** TCAM Yellow ,
for example is placed bottom right on our RRS2_Logo_X.dds ,
I will show now 2 examples , both with Diffuse and Alpha

As we can see , on out top diffuse layer the =20 TCAM Yellow ,
Is painted yellow , as we can see ,
and inside the alpha channel its painted white so its visible ingame .

In this next example shown below ,
Is the diffuse layer painted black , and inside the alpha channel also painted black ,
This now is not visible showing ingame , and this works on all the 4 textures we discussed , Either hiding or showing the parts required .