THR

Tourenwagenmeisterschaft 2025

Custom Livery Design Manual

Number placement, period-correct style and team mates, AO, and export

TTM 2025 Custom Livery Design Manual

Reserve Your Car's Number

1

```
TTM Number Allocations, Block 1-50
1 - Jaroslav Cerny
2 -
3 -
4 - pitman
5 -
6 -
7 -
8 - Max Solmyr
9 -
10 -
11 -
12 -
13 - Florian Masse
14 -
15 -
16 - lorem ipsum dolor
17 - lorem ipsum dolor
18 - lorem ipsum dolor
19 - lorem ipsum dolor
20 -
```

Go to the channel called **#ttm_number_allocation** and look for an available number with a blank space behind it. If you want to form a team, look for a block of two neighbouring numbers.

2

Feedback / Suggestion (Imported)

Dieses Formular wird an Tickets v2 geschickt. Teile anderen niemals dein Passwort oder andere sensible Informationen mit.

Feedback

THR TTM 2025 number request (team of two):
- #91: Nitnelav K
- #92: Valentin K
- Team: Valspeed Motorsport

Abbrechen   Absenden

1. Go to the channel called **#thr-ticket-system**
2. create a Feedback/Suggestion ticket to reserve your number (or the two numbers of your team)
3. Wait for the TTM championship admin to confirm your number(s) by responding to your ticket and editing it into the list in **#ttm_number_allocation** if nobody requested that one before you.

3

Continue to the next page.

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Two options to use your number in the TTM

1

Book a car with a pre-packed real-life livery that has your number in our game server's self-registration UI

⬇

Done
(Renew this booking in each race week that you will attend)
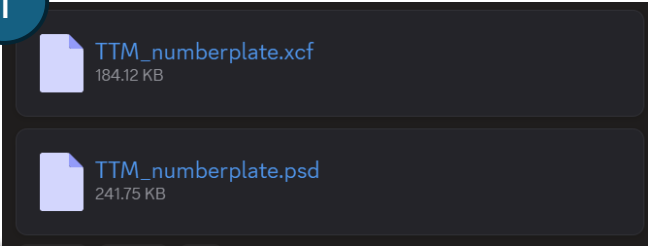(Stay on this car & number for the entire season)

2

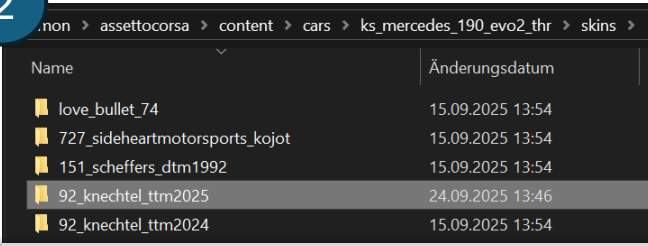**Design Your Own Livery**

⬇

Comply with this manual

TTM 2025 Custom Livery Design Manual

Mandatory Number Template for Custom Skins

1

TTM_numberplate.xcf
184.12 KB

TTM_numberplate.psd
241.75 KB

Download the TTM Number Template (PSD or XCF) from the channel called **#ttm_announcements**

2

.non > assettocorsa > content > cars > ks_mercedes_190_evo2_thr > skins >
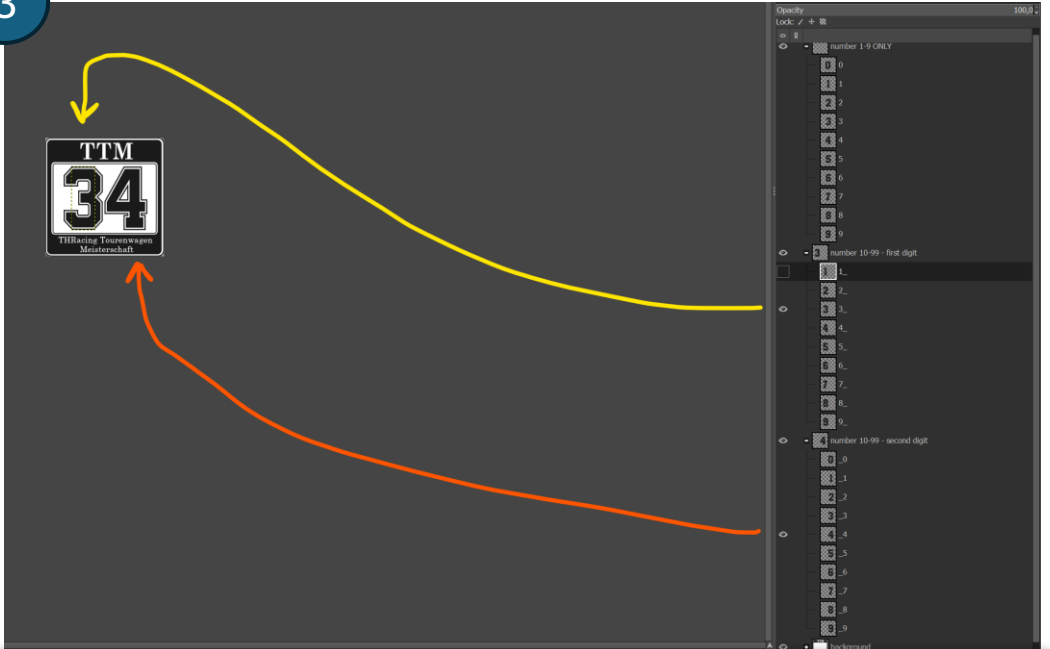
Name	Änderungsdatum	
love_bullet_74	15.09.2025 13:54	
727_sideheartmotorsports_kojot	15.09.2025 13:54	
151_scheffers_dtm1992	15.09.2025 13:54	
92_knechtel_ttm2025	24.09.2025 13:46	
92_knechtel_ttm2024	15.09.2025 13:54	

Name your skin folder in this lowercase format: **0_drivername_ttm2025**
Example: 92_knechtel_ttm2025

3

Activate the layers that form your number (1-99 are prepared)
- Number 1 to 9 are to be used from the top layer group
- Number 10-99 are combined from the groups below that
- If you dare to pick a triple-digit number, pray for mercy

Mandatory Number Placement for Custom Skins

		Correct	Incorrect
	Right side in a period-correct scale and arrangement		 Wrong Template, too small
	Left side in a period-correct scale and arrangement		 Too small
	Roof (preferred) **or Hood** in period-correct scale, on the right side, and rotated to be readable from the front right		 Missing

THR

Period-Correct Style for Custom Skins

The excitement of Group A touring car racing of the late 1980s and early 1990s was underlined by the livery designs.

Sponsorship with spectacular designs was the norm, and many iconic liveries were born across championships that allowed Group A cars, such as the DTM, ATCC, BTCC, JTC, Belgian Procar, or Campionato Italiano Superturismo (CIS).

Your artistic freedom remains intact, but please make a genuine effort to build your custom livery designs in a style that fits the period and adds to the immersion for your fellow drivers and our viewers. Enjoy!

Example:

Bernd Schneider, DTM 1992

David Schubert, THR TTM 2024

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Team Mate Differentiation Showcase (1/4)

This topic is optional, but highly recommended. Reviewing real-life liveries from this era provides plenty of insight on how teams differentiated their pairs of cars from one another. Some didn't do that at all, but usually teams did so. The following pages show and explain several ways of how it was done by teams in various championships between 1988 and 1992. We start with two pretty subtle examples from Mercedes-Benz (DTM 1992).

Coloured signal stripes at the top of the windscreen banner & rear window spoiler were used by AMG Motorenbau (DTM 1992) to differentiate Klaus Ludwig and Bernd Schneider

The Diebels-Zakspeed-Team (DTM 1992) used **alternating windscreen banner backgrounds** (in some races), while the **rear window spoiler got signal stripes** like at the AMG team.

Team Mate Differentiation Showcase (2/4)

The enduring success of the BMW M3 during the Group A era led to a huge number of them showing up on the grids of touring car championships.
As a result, it can be used to showcase many different approaches to differentiation.

Front/Side Window Banners + Lights Tape
(and the right A-pillar for #3 Winkelhock)
Schnitzer Motorsport (Macau 1992)

Tinted Headlights for one car *(difficult)*
Valier Motorsport (DTM 1992)

Body & Headlight Tape Colours
Benson & Hedges Racing (ATCC 1992)

Main Sponsor Can Only Afford One Car
Tauber Motorsport (DTM 1992)

Team Mate Differentiation Showcase (3/4)

The Audi V8 quattro Evo was a works effort in the DTM. Both factory teams shared the same basic liveries in 1991 and 1992. This necessitated a centrally coordinated differentiation using **mainly the windscreen banners** across all four cars (five with Walter Röhrl's guest start in place of Hubert Haupt in 1991). To tell which two cars belonged to SMS or AZR, **subtle team logos were added below the headlights and onto the front & rear bumpers**. We can't showcase the different-coloured from Belgian Procar entries here as nobody has drawn them yet.

Driver: Windscreen Banner & Mirror
Team: Logo below headlight & on bumpers
SMS Schmidt Motorsport (DTM 1991)

Driver: Windscreen Banner
Team: Logo below headlight & on bumpers
AZR Audi Zentrum Reutlingen (DTM 1991)

Driver: Windscreen Banner
Team: Logo below headlight & on bumpers
AZR Audi Zentrum Reutlingen (DTM 1992)

Driver: Windscreen Banner
Team: Logo below headlight & on bumpers
SMS Schmidt Motorsport (DTM 1992)

Team Mate Differentiation Showcase (4/4)

Four more examples will be visualized using other manufacturers.

Windscreen Banner
Ford Motorsport Eggenberger (DTM 1989)

Windscreen Banner
Gibson Motorsport (Bathurst 1000 in 1989)

Mirror Caps and Headlight Tape
Jolly Club - Totip (CIS 1991)

No differentiation (confuse them all)
Würth Wolf Racing Team (DTM 1989)

Mandatory Ambient Occlusion

The Ambient Occlusion (AO) layer adds an important final touch to your livery. By pre-baking some bodywork shading onto your texture to give it more depth, it creates a more realistic appearance. After some of last year's custom skins became eyesores because they skipped this, it's mandatory now and we provide resources for you to get it done easily and quickly. Here is an easy explanation using prepacked resources that come with the cars (example for Gimp users).
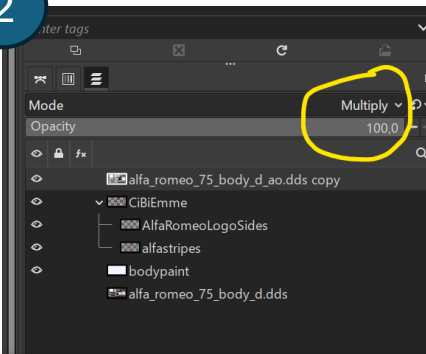
1

Either grab the pre-exported AO layer for your skin's resolution from your car's template folder, or generate your own using the CM Showroom
(only Option 1 for the Alfa 75)
(M3 and 190E: use the default Kunos car to export your own)

2

Add the AO layer to the top of your layer stack. If you use the prepacked AO from the Template folder of your car, set this layer's mode to Multiply.

**3**

The AO is on your skin now, and ready to export.

Mandatory Export Settings

The Export Settings of your .dds textures depend on whether you textured a fully-opaque object, or a partially transparent object or texture slot. The options are showcased using Gimp, but a similar logic applies when you use Photoshop with a DDS plugin.

Opaque Textures (no alpha channel):
- Select BC1/DXT1 Compression
- Select Generate Mipmaps
- Hint: you can select „All Visible Layers" to save yourself from having to create a new combined layer prior to export.
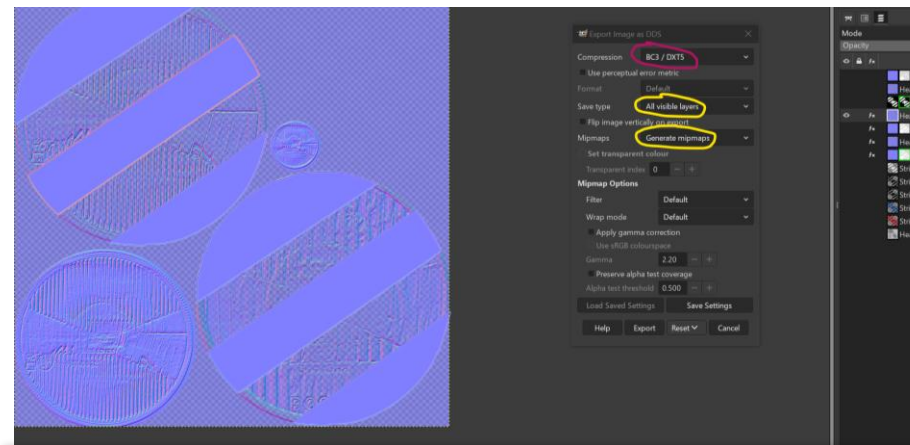
Semi-Transparent Textures (with alpha channel):
- Select BC3/DXT5 Compression
- Select Generate Mipmaps
- Hint: you can often select „All Visible Layers" to save yourself from creating a new combined layer, but not in complex cases like this Normals texture.

Skin Metadata & Packing

Before you use Content Manager to pack your skin, please verify that the livery.png (64x64) is a miniature of your TTM number board and fill in the metadata as per the example below.
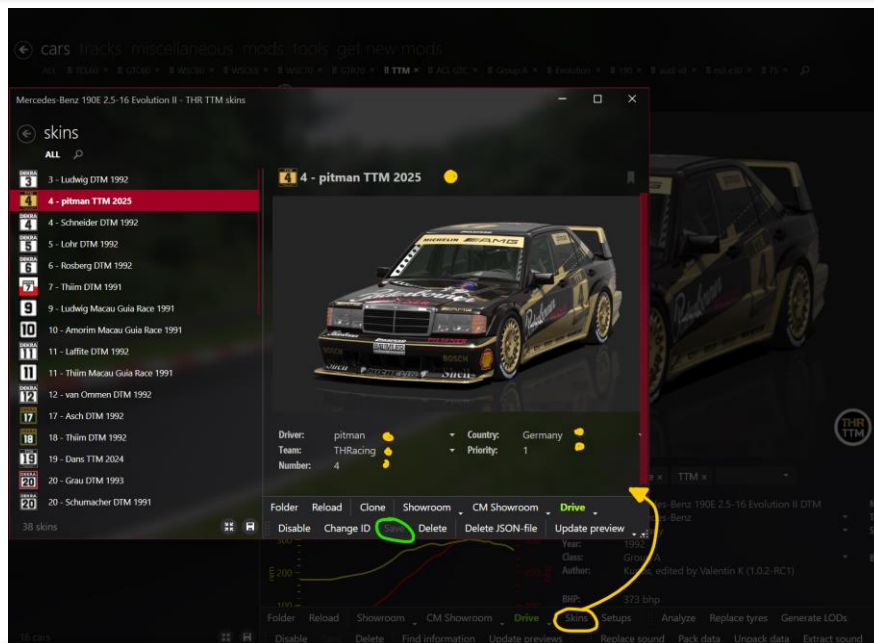
Go to the Content/Cars menu and open your car's Skins menu to access the Skin metadata of your skin. Fill in the yellow-marked fields like in the picture, and don't forget to Save.
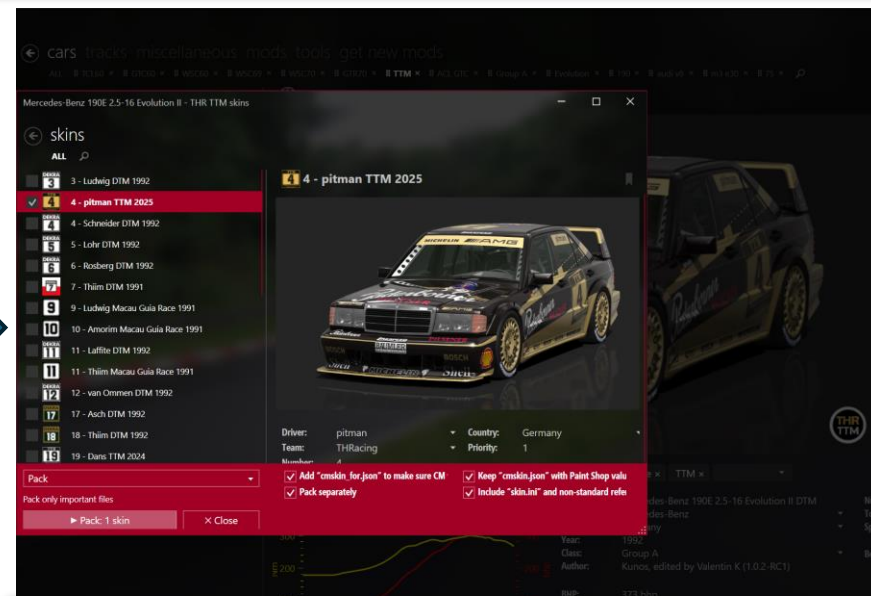
1. CTRL + Click on your skin in the list to bring up this dialog
2. Select „Pack" from the dropdown with all boxes ticked to let Content Manager pack your skin
3. Drag the archive into the **#skin_upload** channel
   (if you can't, read and follow the pinned message there)