

THR

# 12 Heures du Mans 2026

## Custom Livery Design Manual



Period-Correct Numbers and Design, AO, and Export Settings

## Book a Real LM Livery or Follow These Standards



**Don't draw a custom skin at all:** just reserve the number & existing folder name of a real Le Mans livery from the official WSC/GTC skinpacks



**Done**  
**No Uploads Needed**

**Design Your Own Livery**



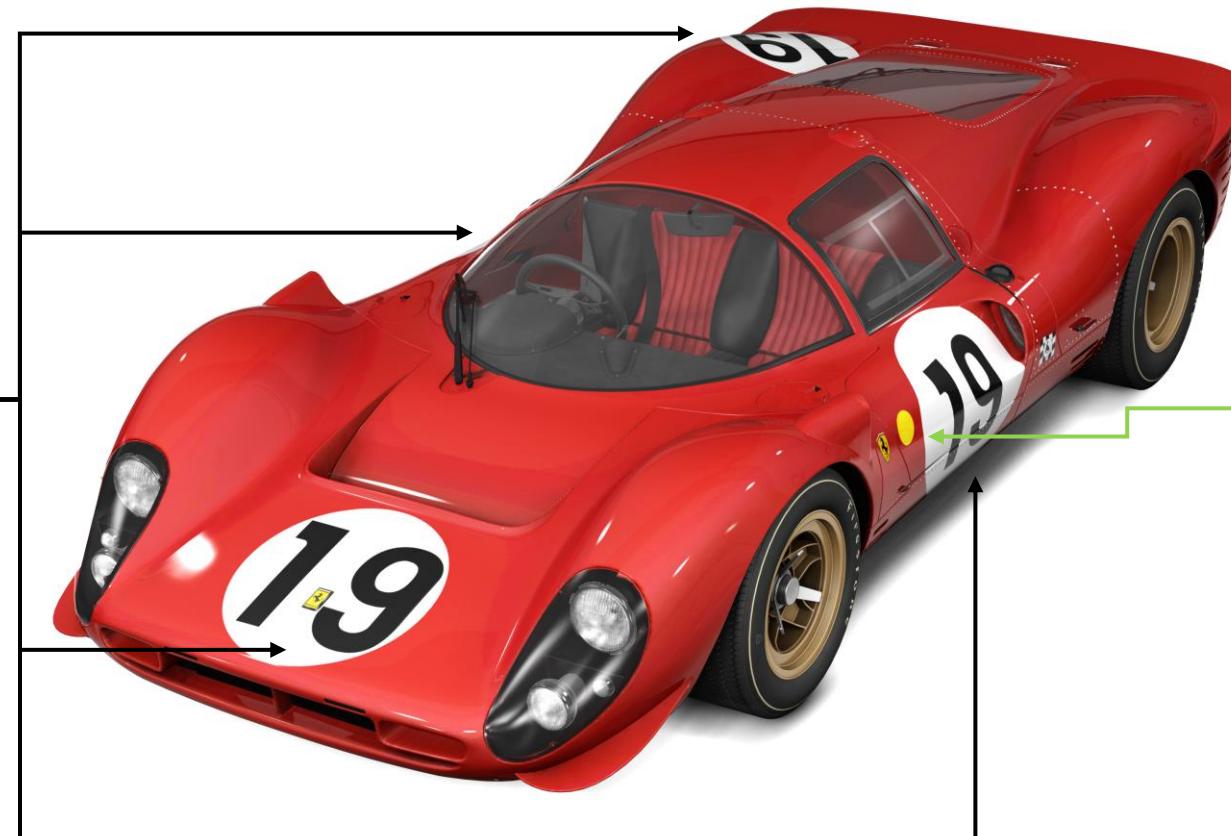
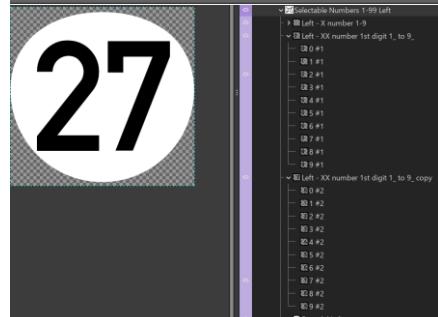
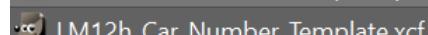
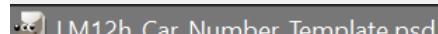
**Must comply with the standards outlined in this document**

## 1960s Le Mans Livery Basics

**Numbers (Mandatory)**

- **Placement:**  
front: horizontal, centered  
left: horizontal  
right: horizontal  
right rear: approx. 45° angle
- **Base:** large white roundels
- **Text:** non-serif black font, subtle pinstripe optional
- **Size:** large and bold

**Pro tip:** we offer a template with pre-aligned digit layers to cover numbers 1-99



Only introduced in 1967, thus irrelevant for THR 12h LM 2026.

**Fire Safety Indicators**

Until 1965, yellow circles on the side marked cars eligible for WSC championship points.

Mostly absent in 1966, they came back in 1967 with a new purpose: differently-coloured solid circles marked the body material to ease the work for the fire brigade after accidents. Found on both sides, the depicted Ferrari is aluminium. Cars with mixed-material bodywork wore multiple indicators (GT40 MkIV: tub aluminium, clamshells fiberglass).

**Aluminium:**  
HTML notation: cba718



**Fiberglass:**  
HTML notation: af1413



**Steel:**  
HTML notation: 1616b1



# Period-Correct Style for Custom Skins

**Sportscars that raced at Le Mans in the mid-1960s featured a number of typical styling elements:**

- Solid Colours: **no gradients!**
- Colour accents were often in the shape of stripes (and sometimes featuring pinstripes)
- Privateer Team Names sometimes written on the bodywork → try to come up with a team name that sounds like it fits the period
- Team Emblems subtly featured on Liveries
- Scarce use of subtly-dimensioned period-correct Sponsor Logos → please treat your community logos that way, too  
*(Fun fact if you want to maximize realism: prior to 1967, sponsor logos on cars at Le Mans were censored: no lettering)*

**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!



Scuderia Filipinetti, Le Mans 1966



Scuderia Veloce Pasta, Best Practice

# Best Practices for Team Mate Differentiation

**Optional, but highly recommended if your team registers more than one car per type.**

Reviewing historic examples from the Le Mans 24 Hours in the 1960s provides plenty of insight on how teams differentiated their pairs of cars from one another. Some didn't bother to differentiate them at all, but usually teams did it, helping the pit crew to tell its cars apart.



**One car gets an extra flag on the nose**  
Essex Wire Corporation, Le Mans 1966



**Zero/One/Two Stripes on the Front Right**  
SpA Ferrari SEFAC, Le Mans 1966



**Same Theme in Different Colours**  
Porsche System Engineering, LM 1966



**Only one car gets a roof**  
NART, Le Mans 1966

# Permitted Numbering Style Exceptions



## Porsche 906 E & LH (Le Mans 1966 Porsche factory team style – requires white main body colour)

- Front: roundel required (exception: #32 yellow accents – had enough contrast to black numbers)
- Left: no roundel, number only on door
- Right: no roundel, number across door & fuel tank (make this part of the fuel tank white, too)
- Rear: top number without roundel, additional bottom number in backlit panel\* behind right rear wheel



## Any Other Historically Accurate Le Mans 24 Hour Livery

Reality was not always a 100% match to this description of Minimum Standards. Feel free to let yourself get inspired by the look and feel of any real-life livery for your vehicle model from Le Mans in the 1960s, especially if there are examples from until 1966.

If your design techniques and choices fit the era and venue, you'll be fine.

\*you can ask ValentinK for ext\_config help to make it work

# Don't use pre-1966 Le Mans Icons

## Small-Displacement Indicator

Only until 1965, cars with small-capacity engines were fitted with coloured markings near the left taillight, to help lapping traffic to forecast their acceleration capabilities.

2000cc or more:

no icon

1300-1999cc:  
HTML notation: #09105c



1000-1299cc:  
HTML notation: #009644

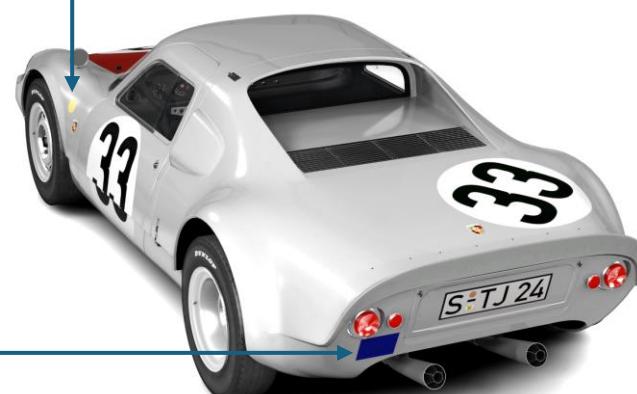


Under 1000cc:  
HTML notation: #FFFFFF



## WSC Championship Indicator

Only until 1965, Yellow Dots were applied to both sides of WSC Championship Points eligible participants at Le Mans.



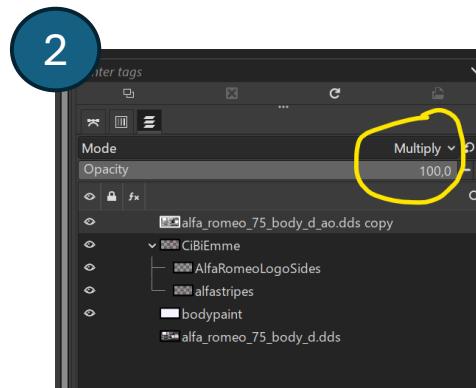
**Example Livery: Porsche 904/8 (LM1965, DNF)**  
1982cc Type 771 flat-8 engine with carburetors

# Mandatory use of 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).



Either your car already has an AO layer in the template folder, or you can generate your own in CM Showroom



Add the AO layer to the top of your layer stack.

Typically, it's black shading on white base, so set the mode of this layer to „Multiply“.



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

# Mandatory Export Settings

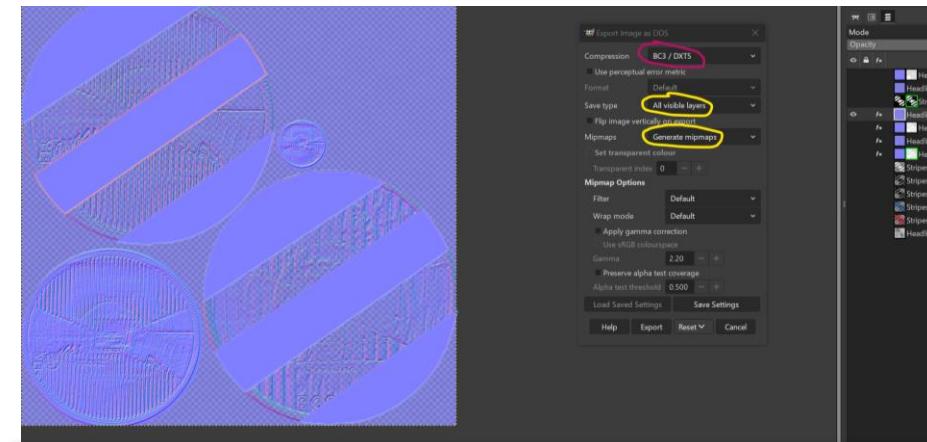
The Export Settings of your .dds textures depend on whether you textured a fully-opaque object, or a semi-transparent one. We use GIMP to demonstrate the options, but a similar logic applies when you use Photoshop with a DDS plugin.

**The correct techniques are shown with universal examples from 1990s touring cars from our 2025 TTM season.**



## 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.

# Mandatory Skin Metadata & Packing

