



FORMULA RSS 1970 V8



FEATURES

The Formula RSS 1970 V8 is the most feature-rich vehicle produced by Race Sim Studio.

Animated front and rear wings are afforded by the slightly simpler nature of the 3D design in comparison to the complex shapes of wings of today. Besides the wings moving up and down by aero setup, there are also aerodynamically impacting packages featuring a variety of front and rear wing styles.

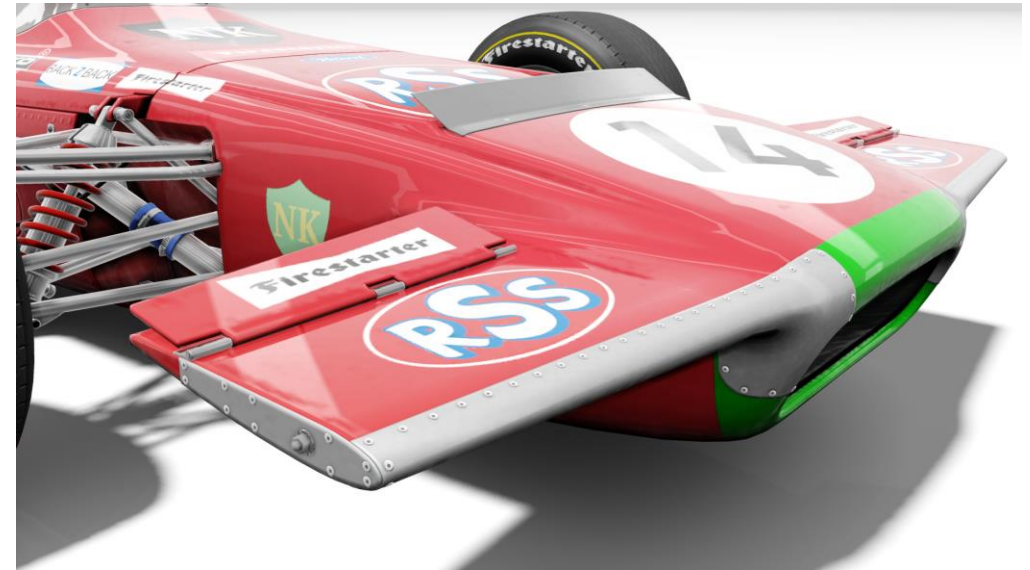
Over the next few pages, we will discuss even more of what makes this project special to us.

AERODYNAMICS

7 aerodynamic packages are available, 2 of which are contained in our secondary S car. The S standing for special, in this instance.

The concept is simple, where there is more in terms of wings, gurney flaps, and endplate surface area is more downforce and drag penalty.

As one example, the first aero package in the setup menu would have the least downforce and drag. Meanwhile the fourth aero package (shown here) would have maximum downforce and drag as it has a full rear wing and the most aerodynamically impacting components at the front.



DRIVER

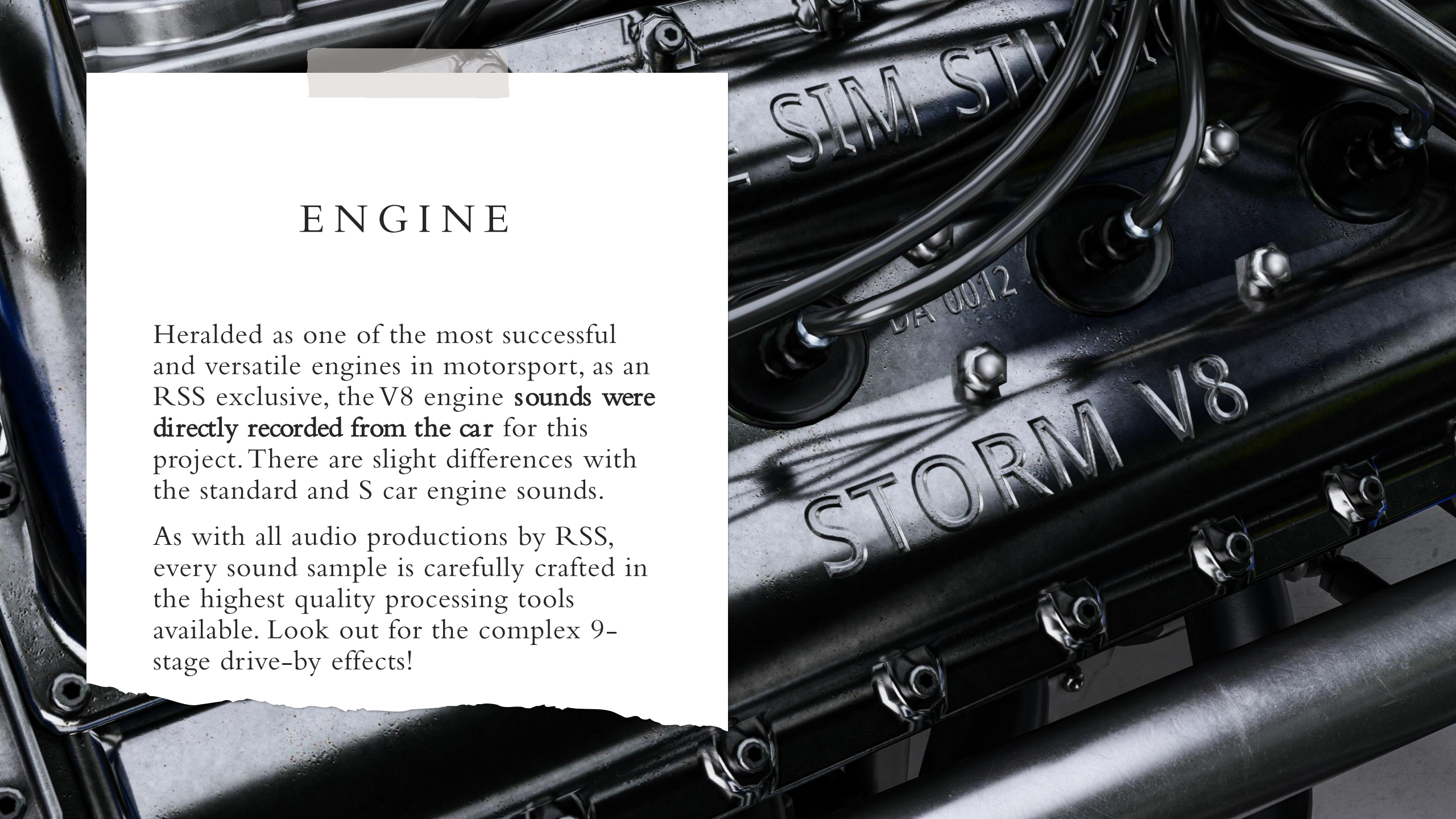
Our new custom driver looks the part for the 1970 season with an RSS-designed helmet and balaclava to match.

The feet move on the accelerator and brake with clutch movements also made available with the Custom Shader Patch (CSP) tool.

He can also raise and lower his visor by hand by assigning a control to the Headlights button in the menu.

If you're lucky, you can also catch him blinking occasionally, a feature that was exclusive to the CSP tool before this car.





ENGINE

Heralded as one of the most successful and versatile engines in motorsport, as an RSS exclusive, the V8 engine **sounds were directly recorded from the car** for this project. There are slight differences with the standard and S car engine sounds.

As with all audio productions by RSS, every sound sample is carefully crafted in the highest quality processing tools available. Look out for the complex 9-stage drive-by effects!

CUSTOMIZATIONS

Adjustability of the two-tone wheel rims, engine cylinder covers, suspension springs, custom designed driver helmets, suits and gloves, steering wheel leathers, gurney flaps, vehicle glass and chassis paints are only some of the special and new customizable options available on our car with the paint shop feature using the Content Manager tool.

There is also the ability to set the paint colour of the chassis among other parts directly from here rather than in graphics tools.





ANIMATIONS



There is animated fuel feeding into the engine with the rate affected by your throttle input.



Beyond the driver animations, the car is also doing a lot of real-time motion processing.



Instrument gauges*, shaking gear levers, engine throttle lever pulls, and everything combined with the suspensions all help the car feel rawer and more mechanical.

**Requires Custom Shader Patch*

MEET JEFF (AND HIS GANG)

Jeff is an optional pit crew mechanic from 1970 who stands loyally beside your car before you head out on track. You can find him in the optional files inside the download package.

Once Jeff is installed, he can appear for every single car going forward so if you would like to revert back to no-name mechanics, use the provided backup file.



FINISHING TOUCHES

At RSS, the most important part of what we do involves the expertise in the small overlooked tasks. Our identity is based on high quality and effort because we live by what we produce.

Expect the usual care and attention to the construction of our models, textures, sounds, physics and everything else.



BRIEF HISTORY



Formula cars back in 1970 raced during one of the most dangerous periods of motor racing where racing-related deaths were the normality. In these years, drivers were operating boxy bathtub monocoque chassis vehicles approaching speeds of 300 km/h at a time when seatbelts were not enforced. There is no ambiguity that these vehicles were very hard to operate at the highest level.

The most successful drivers of the era would have had incredible courage and determination each time they stepped in these cars. Such challenges were met with misfortune in the 1970 Formula One World Championship which was won by Jochen Rindt as the first and only posthumously awarded title victory.

With this in mind, our team wanted to bring forward the best representation possible to commemorate the cars and heroic drivers racing over half a century ago. Our preliminary vehicle design was based on a race winning car of the season presenting the best options for a high level of detail and user customization.

IN CLOSING

What we do is not possible without the continued support of you reading this document.

We thank all of you who take your time, energy, and expenses to help us produce these incredible machines.

Race Sim Studio

2022

