

THR

Tourenwagenmeisterschaft 2026

Custom Livery Design Manual



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

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

TTM and TCTM are mutually exclusive. You can only race in either series, so decide which to register for. Browse the respective number allocation channel to find an unoccupied number.

#ttm_number_allocation
#tctm_number_allocation

If you want to form a team, look for a block of two neighbouring numbers (the higher one must be even).

2

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) and **include the correct championship abbreviation in your request**
3. Wait for the TTM/TCTM championship admin to confirm your number(s) by responding to your ticket and editing it into the respective number allocation channel if nobody requested them before you.

3

Continue to the next page.

Two options to use your number in the TTM

1



Submit booking request for 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



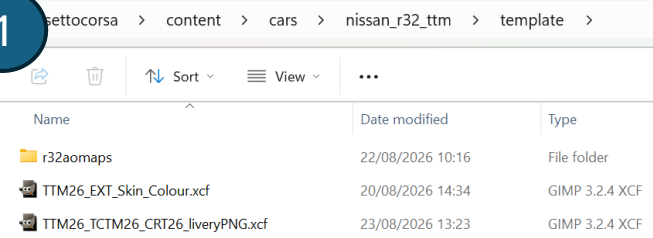
Design Your Own Livery



Comply With This Manual

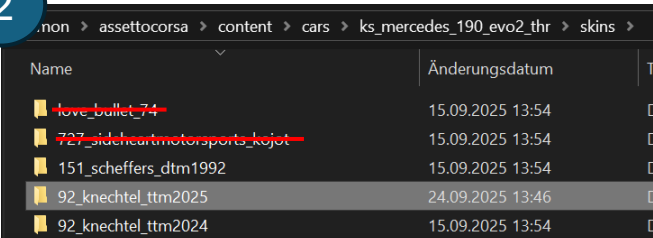
Mandatory Number Template for Custom Skins

1



Open the TTM/TCTM skin template in your car's subfolder using GIMP 3.2.4 or newer (if you use Photoshop, you can export a PSD using GIMP)

2



Skin folder naming format:
 TTM: **0_drivename_ttm2026**
 TCTM: **0_drivename_tctm2026**
 Example: 92_knechtel_ttm2026

3



In your car's provided template, use the numberboard layer groups to configure your reserved number on the three boards

- Number 1 to 9 are centered and in a dedicated group
- Number 10-99 are combined from the 2 other groups
- Championship Subgroup lets you switch TTM & TCTM
- **Do not resize the number boards**

Mandatory Number Placement for Custom Skins



Right side

any period-correct arrangement in the preconfigured scale



Left side

any period-correct arrangement in the preconfigured scale



Roof (preferred) or Hood

in period-correct scale as preconfigured in your car's new template, on the right side, and semi-rotated to be readable from the front right

OK



NOK

Wrong Template, too small



Wrong Template, too small



Missing 3rd number



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



Christoph Mues, TTM 2026

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 team mate differentiation.



Window Banners & Headlight Tape Colours
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)



Different Main Sponsors on the same paint
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 Colour
Ford Motorsport Eggenberger (DTM 1989)



Windscreen Banner Colour
Gibson Motorsport (Bathurst 1000 in 1989)



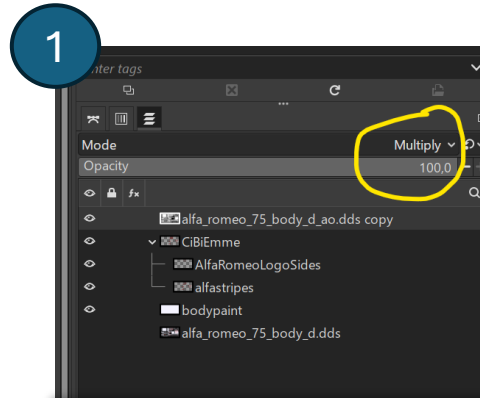
Mirror Caps and Headlight Tape
Jolly Club - Totip (CIS 1991)



Identical appearance to confuse everyone
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).



Enable the AO layer of the prepacked template at the top of your layer stack. This layer is set to the Multiply Mode and that is correct.



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

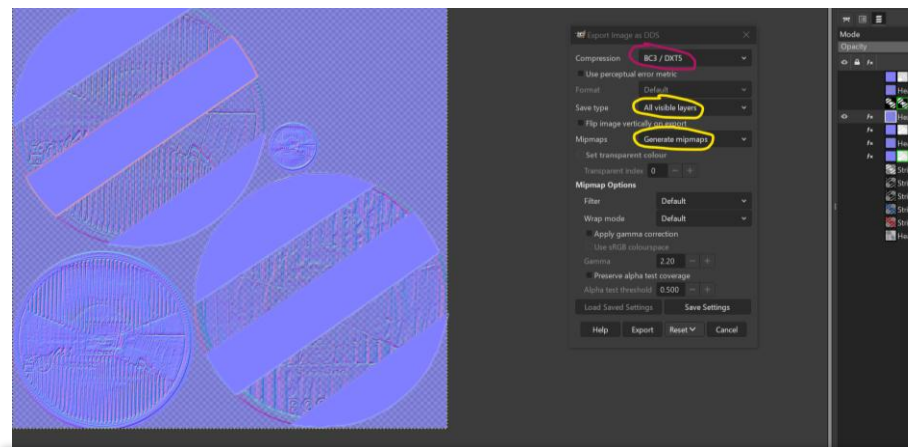
Mandatory Export Settings

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.

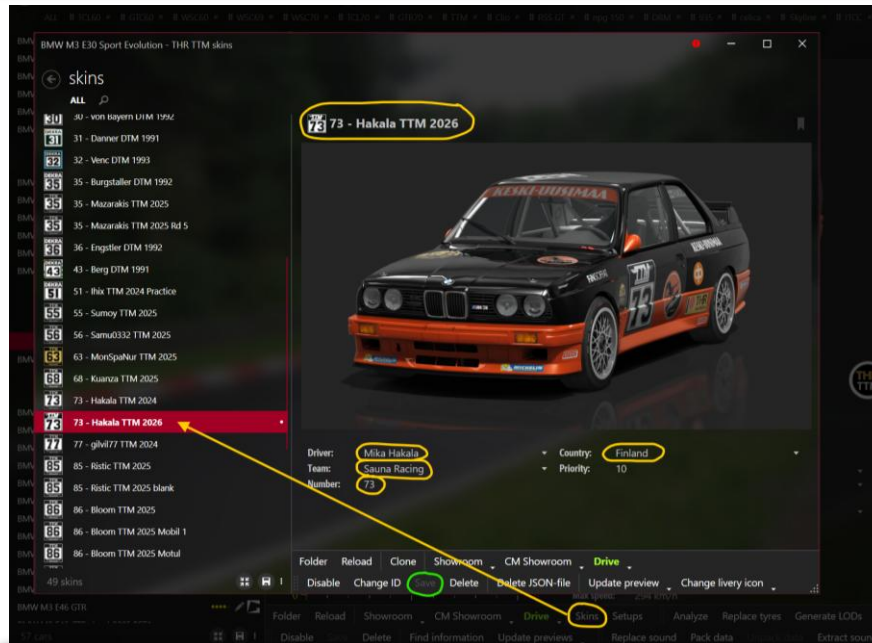


Semi-Transparent Textures (with alpha channel):

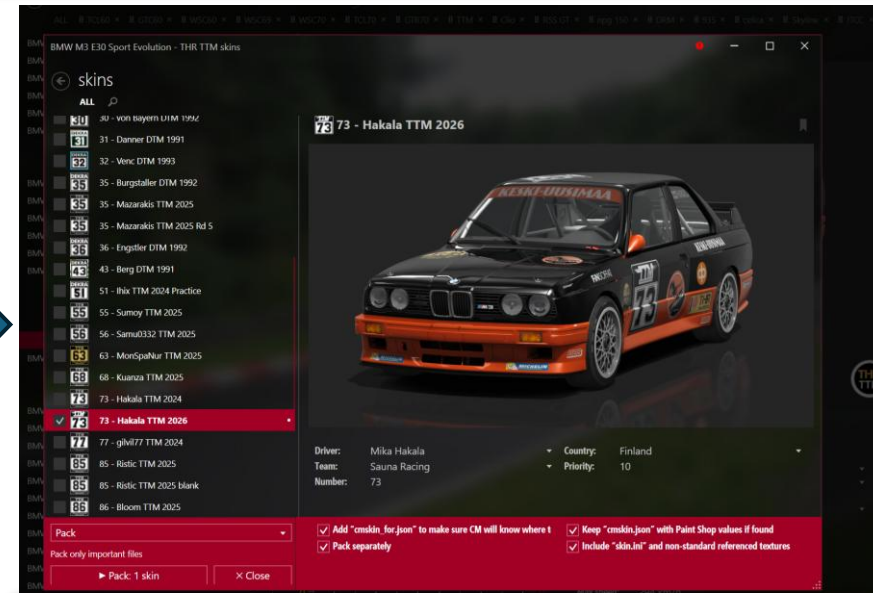
- Select BC3/DXT5 Compression
- Select Generate Mipmaps
- Hint: you can often select „All Visible Layers“ to save yourself from creating a new combined layer, but not in complex cases like this Normals texture.

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 and tick all boxes in the red section pictured above, then hit „Pack: 1 skin“ to let CM pack it. This ensures that the THR skin bot will be able to process it.
3. Drag the archive into the **#skin_upload** channel