

# H160 Paint Kit Guide

This document will assist you in building high quality liveries for the HPG H160 aircraft




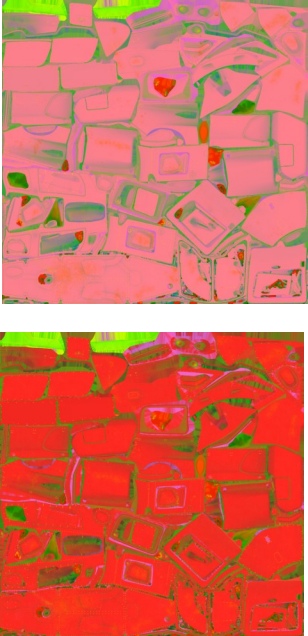

## Terms & Conditions

- The 3D data contained in this paint kit belongs to Hype Performance Group, any redistribution is forbidden.
- This paint kit is not a step by step guide on how to paint a livery, it is only the required data to create custom liveries.
- Do not redistribute this paintkit

## Getting Started

These resources are included in the package:

<p>H160_EXT_PAINTKIT.blend</p> 	<p>This is a Blender file configured for painting.</p> <p>This is the main workspace to create liveries.</p> <p>You cannot paint this aircraft using 2D tools</p>
<p>EXT_BODY_albedo.png EXT_BODY_albedo_3.png</p> <p>EXT_BODY_comp.png EXT_BODY_comp_1.png</p>	<p>Exterior aircraft textures</p> <p><b>Albedo:</b> Main textures for diffuse color. <b>Don't forget to add the dirt &amp; details layer on top of your artwork!</b></p> <p><b>Comp:</b> The combined roughness/metallic/occlusion texture (multiple variations are provided, avoid editing)</p>

<p>EXT_BODY_normal.png EXT_BODY_normal_2.png</p>	<p><b>Normal:</b> The normal map is provided and you will not need to make edits.</p>
<p>EXT_BODY_LIVERY_DECAL_albedo.png</p>	<p><b>Decal:</b> This is the window trim. See below for more options.</p>
<p>Window trim options</p>	<p>Many window trim options have been prepared for you. Select the trim option applicable for your paint scheme.</p>
<p>Alternate 3D Formats</p>	<p>Alternate 3D formats are provided (FBX) and OBJ/MTL). These are only needed if you choose to use an alternate 3D tool to Blender.</p>
<p>Comp-Variations</p> 	<p><b>Avoid making any edits to the COMP texture.</b></p> <p>This texture has been meticulously fine-tuned by our developers to achieve high-quality effects. If you apply paint or add any color layer on top of it, you risk compromising all the default work, which could result in a subpar in-game appearance.</p> <p>If you find it absolutely necessary to modify the comp for a specific reason, we strongly recommend working on the individual texture channels: R, G, and B. These channels consist of shades of gray, so avoid directly painting or brushing over them. Instead, use tools like "levels" in software such as Photoshop or free alternatives like Photopea. Select the respective channel (RG or B) and use the shortcut CTRL+L to adjust the gray scale.</p> <p>R = Ambient Occlusion (AO) G = Metallic B = Roughness Note: Do not paint over the Ambient Occlusion channel.</p> <p>Additionally, again please be aware that we provided several COMP variations within the paintkit to accommodate different preferences and needs.</p>
<p>Dirt &amp; Details</p>	<p><b>VERY IMPORTANT</b></p> <p>The dirt &amp; details texture has been provided to you as a transparent layer which you may apply (using any 2D graphics tool) over the top of your painting. This will ensure that the final result is high quality and that your livery looks like the real aircraft in service, with realistic dirt and wear details.</p>
<p>Interior textures</p>	<p>These textures are used to display an additional decal on the dashboard (popular with streamers).</p>
<p>Livery Template</p> 	<p>This is an exported version of the all white example livery.</p> <p>You may replace the textures and names in this livery with your own.</p>

## Selecting a variant

Aircraft.cfg has a section base\_container. Use the values below to change which variant the livery targets.

Luxury Variant	base_container = "..\hpg-airbus-h160"
Civilian Variant	base_container = "..\hpg-airbus-h160-civ"

## Texture.cfg

Your texture.cfg should include this content for a luxury or civilian livery:

```
[fltsim]
fallback.1=..\..\hpg-airbus-h160-civ\texture
fallback.2=..\..\hpg-airbus-h160\texture
```