

# **STEP-BY-STEP GUIDE TO PAINT LIVERIES IN ASSETTO CORSA**

This tutorial will briefly demonstrate how to paint Assetto Corsa car liveries (skins) in 2D - from START to FINISH! This is an alternative to the 3D skinning techniques. This is an easy way to paint and requires minimum expertise.

## **SOFTWARES AND PLUGINS USED ARE :-**

- 1. PHOTOSHOP / ILLUSTRATOR (Or any other image editing software)**
- 2. CONTENT MANAGER**
- 3. NVIDIA TEXTURE TOOL FOR EXPORTER FOR ADOBE PHOTOSHOP**

## **USES :-**

- 1. Image editing software such as photoshop and illustrator is used to make the changes on a livery.  
Any designs and logos can be put on the livery using these softwares.**
- 2. CONTENT MANAGER is also called as CM SHOWROOM is used to check the changes done in liveries in real-time.**
- 3. NVIDIA TEXTURE TOOL is used to save the output in .DDS format.**

## **NOTE :-**

NVIDIA TEXTURE TOOL is a plugin used to save our output in .DDS format which is a must to import the liveries into the game. If you're using software other than photoshop (Example : illustrator) then the output should be saved in png format and then converted to .DDS format using photoshop and NVIDIA TEXTURE TOOL plugin.

## **STEPS :-**

- 1. Open :- D:\SteamLibrary\steamapps\common\assettocorsa\content\car**

And now you will see the list of cars available on the game. Select the folder

named after the car you want to edit. There might be multiple skins for each cars  
(Example : skin1, skin2,...)

2. Make one copy of any of the skin folder and rename it (The name of the skin can be anything of your choice).

3. Open the newly renamed skin folder. It would look like this :-



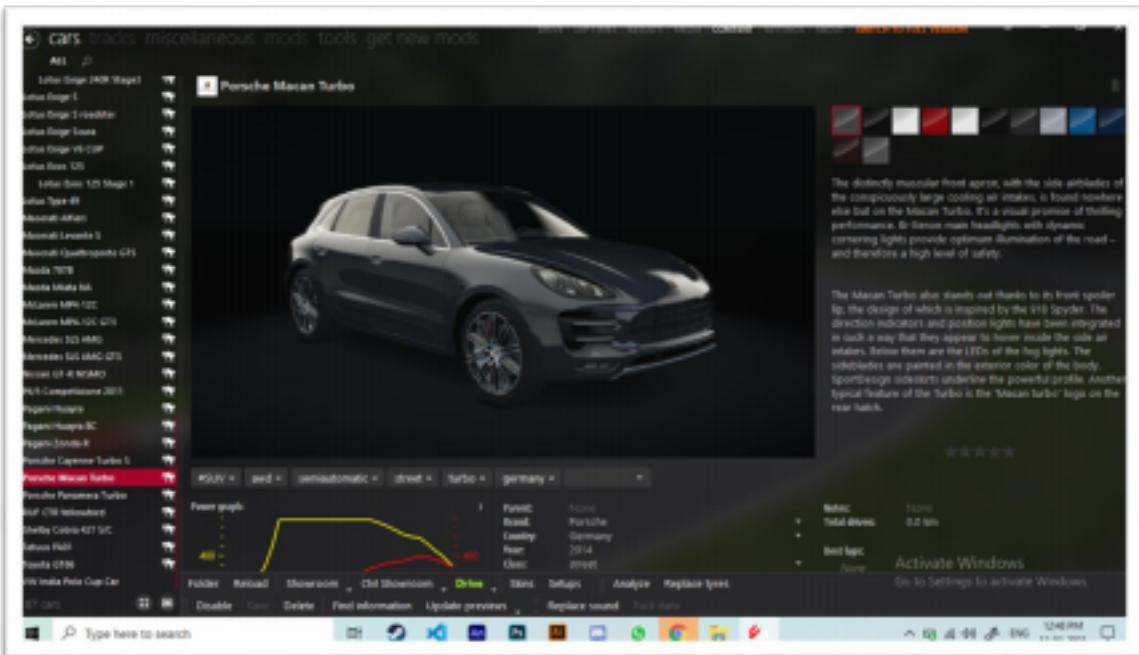
Select file named **SkinBase (.DDS File)**. Open the SkinBase file and edit it on photoshop or any image editing software as per your convenience.

4. After the editing is done. Press **(CTRL + SHIFT + S)** to save the file. Select the file type as **.DDS** and press enter.
  5. Now a NVIDIA TEXTURE TOOL dialogue box will open.



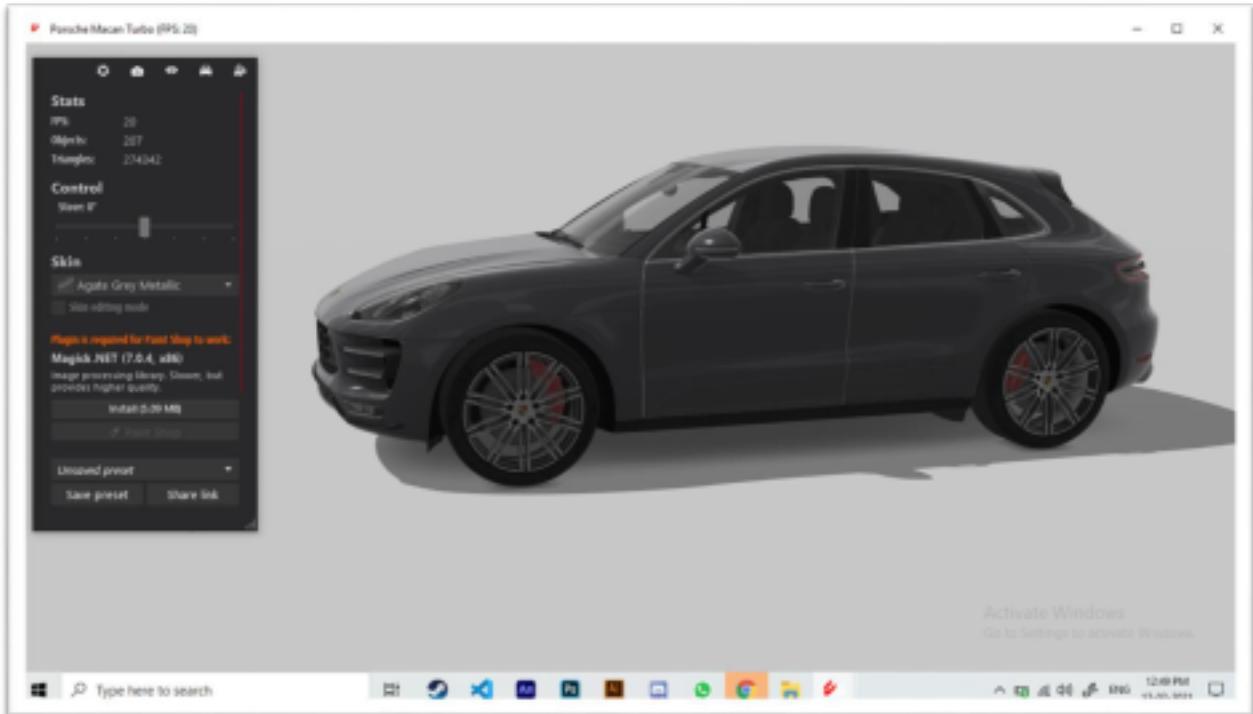
Select the quality to **HIGHEST** and the format to **BC3 RGBA 8 bpp | interpolated alpha** and click on the save option.

6. **THE MOST IMPORTANT STEP :-** Replace the original SkinBase.dds file with the edited SkinBase.dds file.
7. Now open the CM Showroom. It looks like this.



Now click on the **Content** on the toolbar which is located exactly on top of the screen. And then, click on **Cars** options that is located on the top left corner of the screen. Select the car you just edited (Example : **Porsche Macan Turbo** in the above picture). Click on the **CM Showroom button** to check your livery on a 3d view.

8. You can check your changes in real-time on CM Showroom before uploading it into the game. It will also save a lot of time.



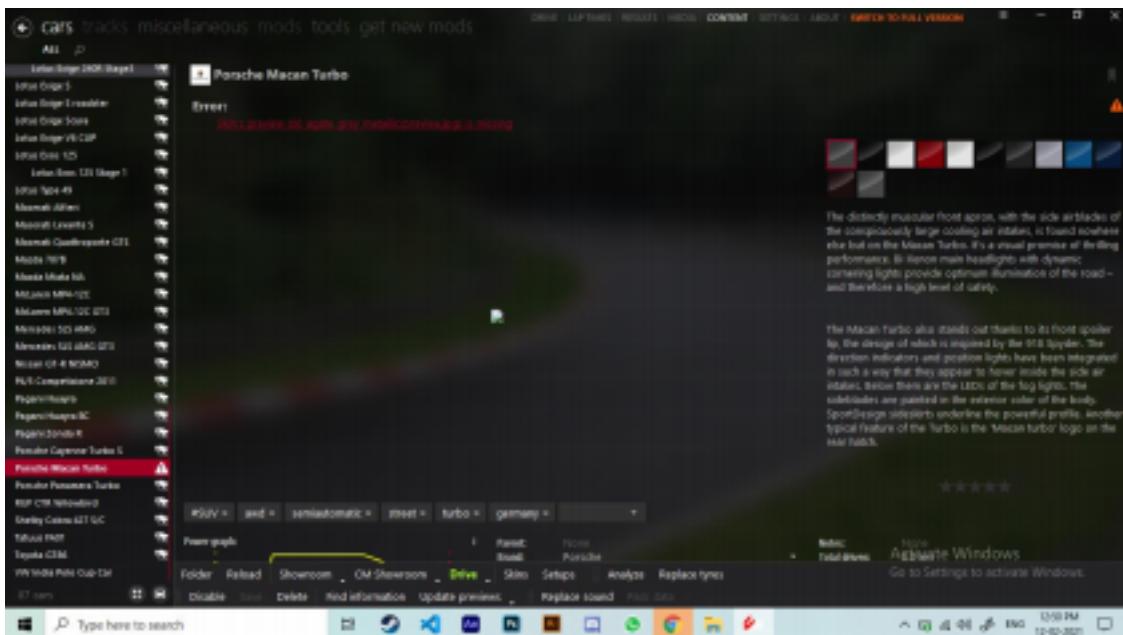
If there are multiple skins of the same car on the folder, then you may need to select your livery by their name from the dialogue box on the left.

## HURRAY!! THE SKIN IS UPDATED! HOW TO UPDATE PREVIEW IMAGE ON CM SHOWROOM :-

1. **Open** D:\SteamLibrary\steamapps\common\assettocorsa\content\car  
Select the car you just edited and then open the newly renamed skin folder.
2. Now, delete the older preview image named **preview**.



3. Now, Open CM Showroom and select your car livery.

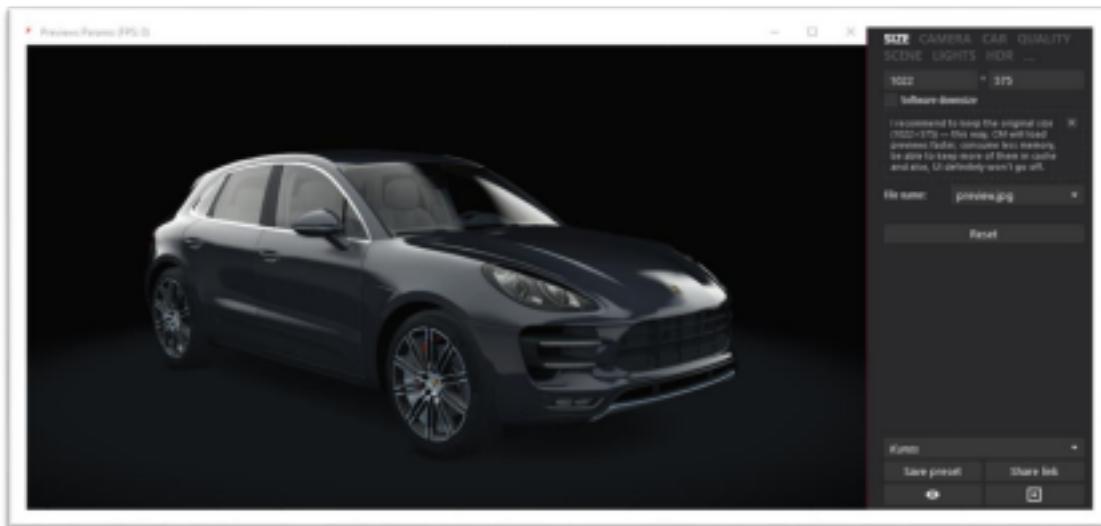


There will be an error stating '**'Skin's preview is missing'**'.

4. If you click on it you will get two option :- **'1. Generate new preview'** and **'2. Setup and generate new preview'**. Select **2<sup>nd</sup>** option and press **ok**.

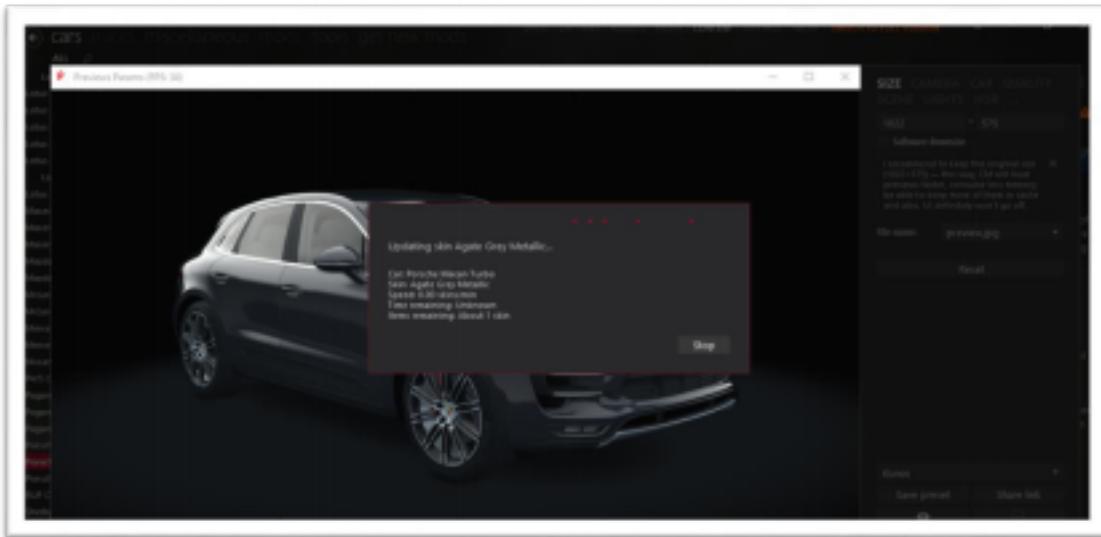


5. Now, click on the icon just below the '**Share Link**' option on the bottom right of the dialogue box to generate a new preview image for your skin.



6.

The new preview image will be generated on your skin directory.

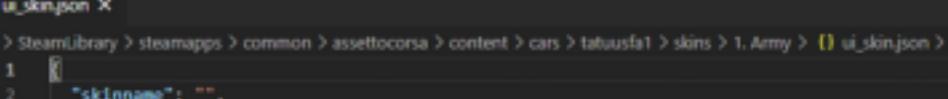


## HOW TO UPDATE SKIN NAME ON CM SHOWROOM :-

1. Open :- D:\SteamLibrary\steamapps\common\assettocorsa\content\car  
Select the car you just edited and then open the newly renamed skin folder.



2. Open **ui\_skin** file and rename the **skinname "...."** to whatever you want to name your new skin.



The screenshot shows the Visual Studio Code interface with the title bar "ui\_skin.json - Visual Studio Code". The left sidebar contains icons for file operations like Open, Save, Find, and others. The main editor area displays the following JSON code:

```
1 {  
2     "skinname": "",  
3     "drivername": "",  
4     "country": "",  
5     "team": "",  
6     "number": "8",  
7     "priority": 5  
8 }
```

## **HOW TO CHANGE TEXT ON WINDSHIELDS (IF ANY):-**

1. Open D:\SteamLibrary\steamapps\common\assettocorsa\content\car  
Select the car you just edited and then open the newly renamed skin folder.



2. There will be two .dds files named **window\_glass\_ext** and **wing\_paint** .



The above image is an example of **window\_glass\_ext**



The above image is an example of **wing\_paint**.

3. Create a new exact similar file in photoshop and just make the changes to the text as per your requirements for your livery. (Do this for both the files and save them in .dds format).
4. Now, replace these newly created **window\_glass\_ext.dds** and **wing\_paint.dds** with the older ones from your skin folder.
5. Check your new livery with all the changes done.