H145 Paint Kit Guide

This document will assist you in building high quality liveries for the HPG H160 aircraft. Further information in the H145 manual.

Terms & Conditions

- The 3D data contained in this paint kit belongs to Hype Performance Group, any redistribution is forbidden.
- This paint kit is based off a work in progress 3D model that may be subjected to relative UV unwrap changes with upcoming updates.
- 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.

Overview

This package contains the following templates in separate directories:

- Civilian Variant
- HEMS-Firefighter-Offshore-CivilCargo Variants
- Luxury Variant
- Military-MilitaryCargo Variants
- Rotor Templates

The templates for the variants each contain all the necessary files:r notwendigen Dateien:
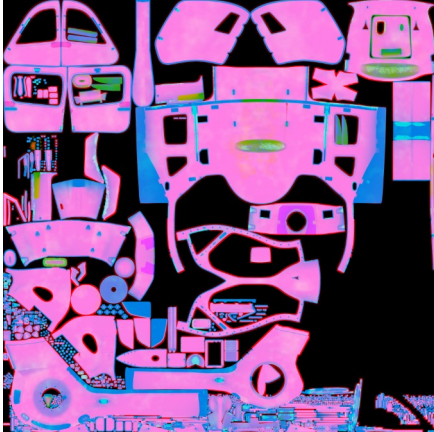
H145_EXT_<*Variant*>_PAINTKIT.blend	This is a Blender file configured for painting.
	This is the main workspace to create liveries. You cannot paint this aircraft using 2D tools.

H145_EXT_<*Variant*>_TEMPLATE.png EXT_<*Variant*>_COMP_TEMPLATE.png EXT_<*Variant*>_NORMAL_TEMPLATE.png	Exterior aircraft textures **Albedo:** Main textures for diffuse color. **Don't forget to add the dirt & details layer on top of your artwork!** **Komp:** The combined roughness/metallic/occlusion texture (avoid editing) **Normal:** The normal map is provided and you will not need to make edits.
Alternate 3D Formats	Alternate 3D formats are provided (FBX) and OBJ/MTL). These are only needed if you choose to use an alternate 3D tool to Blender.
Comp-Variationen H145_<Variante>_COMP_TEMPLATE.png 	**Avoid making any edits to the COMP texture.** 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. 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. R = Ambient Occlusion (AO) G = Metallic B = Roughness Note: Do not paint over the Ambient Occlusion channel. Additionally, again please be aware that we provided several COMP variations within the paintkit to accommodate different preferences and needs.
Skid	Civilian, HEMS and luxury variants contain their own sub-directories with skid paintings

Editing a variant

See Livery Author Info in H145 User Guide from Version 2.1.5 DE/EN.

Versionen

DE:
- Version 6: first translation

EN:
- Version 1: Initial release
- Version 2: Initial public release (Beta 1)
- Version 3: Compatible with Beta 2
- Version 4: Compatible with Beta 3 (it includes Civil and Lux variants)
- Version 5: Compatible with Beta 8 (it includes Civil, lux and mili variants)
- Version 6: Compatible with Beta 11 and Action pack (it includes Civil, Lux, Mili/MiliCargo, EMS, Firefighter, Civil Cargo, Offshore)