

# Hot Air Balloon Paint Kit Guide

This document will assist you in building high quality liveries for the HPG Hot Air Balloon.

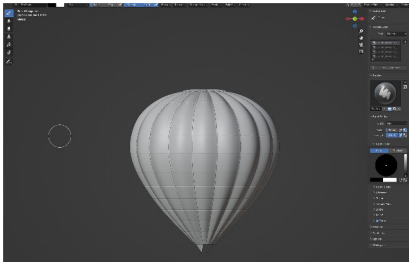


## Terms & Conditions

- 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>HOT_AIR_BALLOON_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>Ballon_envelope_albedo.png</p> <p>Ballon_envelope_normal.png</p> <p>Ballon_envelope_emissive.png</p> <p>Ballon_envelope_metal.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>Normal:</b> The normal map is provided and you will not need to make edits.</p> <p><b>Emissive:</b> Use for emissive effects</p> <p><b>Metal:</b> Use for metallic effects</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>

## Selecting a variant

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

```
base_container = "..\hpg-hotair-balloon"
```

## Texture.cfg

Your texture.cfg should include this content:

```
[fltsim]  
fallback.1=..\..\hpg-hotair-balloon\texture
```