

## AzurPoly Fouga CM.170 Paintkit

Each texture is named as follows:

***Fouga\_[PART NAME]\_[ALBEDO/METAL/NORMAL].png***

ALBEDO: Diffuse color texture with alpha channel when needed.

METAL:

- Red channel => Occlusion map
- Green channel => Roughness map
- Blue channel => Metallic map

NORMAL: Normal map texture (should not be modified)

Liveries can be of two types :

- **Metallic base** (Ex : French Air Force livery)
- **Painted base** (Ex : Tiger Meet livery)

We advise only modifying ALBEDO texture and picking one of the two bases.

### Paintkit folder hierarchy

BASE folder : Contains one folder per base type.

MASK folder : Contains each masks to overlay every single texture.

*AzurPoly\_Fouga\_MyPaint*: Folder that will be copied into Community folder during next steps.

### Paintkit usage - Preview

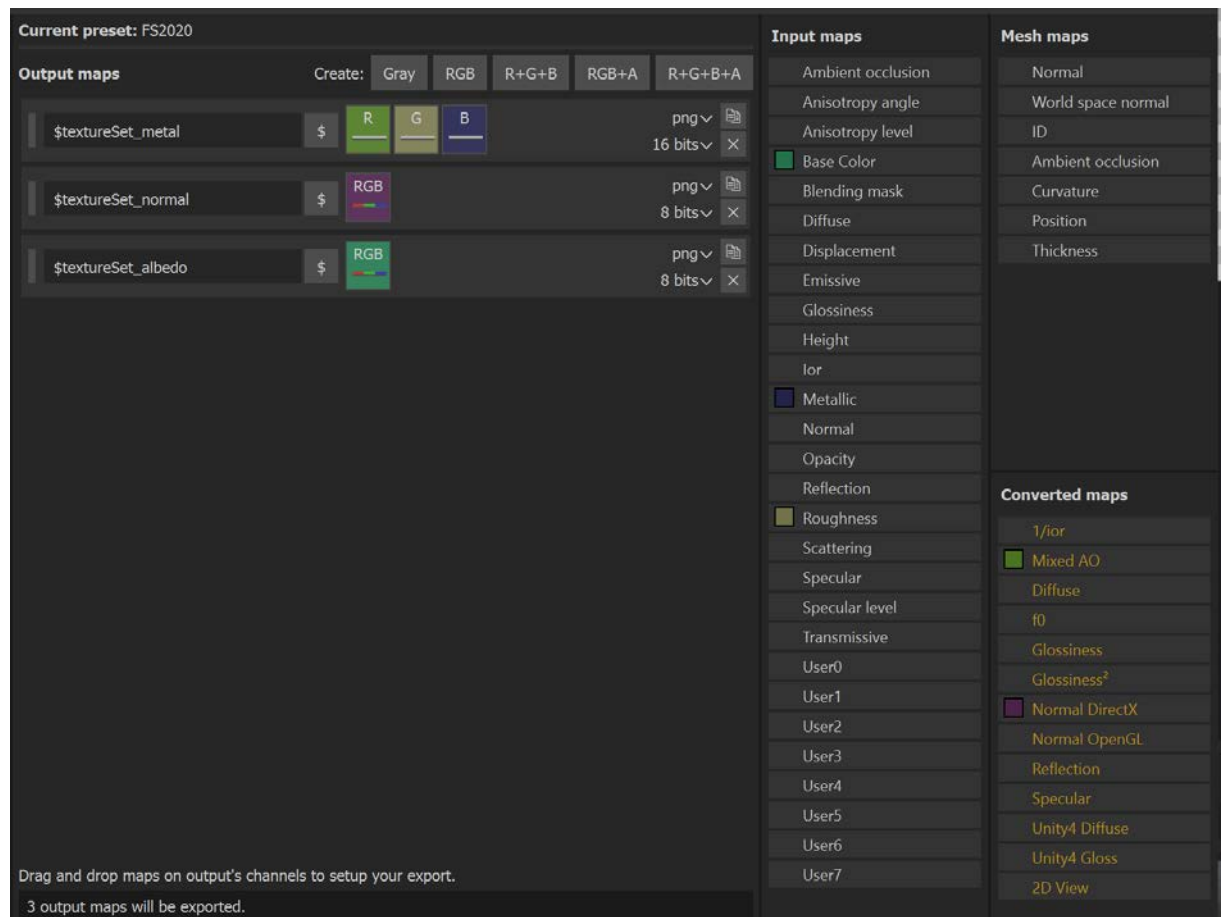
A simplified .FBX model of the plane is available under FBX folder. Only editable materials are present.

Using Blender with image editor (e.g. Photoshop):

- For each material, load its three PBR .DDS textures in Blender.
- Edit ALBEDO textures using masks overlay.
- Reload textures in Blender to watch the result.

Using Substance Painter:

- You first need to decompose METAL texture into its three PBR channels.
- Next, add a base "Fill Layer" which must include the following channels: DIFFUSE, ROUGHNESS, METALLIC, NORMAL, AO (for occlusion).
- Once edited, export textures using the following export profile:



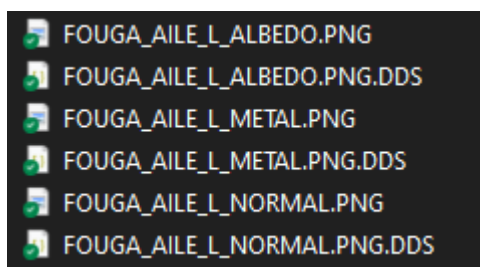
- Convert exported PNG files to **DDS files**.

## Paintkit usage - Export to MSFS

**Step 1:** After edit, copy each set of textures into

*AzurPoly\_Fouga\_MyPaint\SimObjects\Airplanes\AzurPoly\_Fouga\_MyPaint\TEXTURE.[NAME]*

(3 DDS texture files and 3 JSON files, may appear as « .PNG.DDS » on your computer but are JSON)



**Step 2 (optional):** You can edit the following images to have a custom thumbnail:

*AzurPoly\_Fouga\_MyPaint\SimObjects\Airplanes\AzurPoly\_Fouga\_MyPaint\TEXTURE.[NAME]\thumbnail.jpg*

*AzurPoly\_Fouga\_MyPaint\SimObjects\Airplanes\AzurPoly\_Fouga\_MyPaint\TEXTURE.[NAME]\thumbnail\_small.jpg*

Thumbnails can also be generated within MSFS using the SDK.

**Step 3:** Rename *MODEL.[NAME]* and *TEXTURE.[NAME]* folders by replacing *[NAME]* with a **custom unique name which will be re-used in the next steps**.

**Step 4:** Open *aircraft.cfg* file and replace the following fields:

- “title”, “ui\_type” and “ui\_variation” with any text describing your paint.
- “texture” with the **NAME you just chose during previous step**.

**Step 5:** Open *manifest.json* file and replace “title” with any title describing your paint.

**Step 6:** Rename the following folders with a custom name:

*AzurPoly\_Fouga\_MyPaint\SimObjects\Airplanes\AzurPoly\_Fouga\_MyPaint* and  
*AzurPoly\_Fouga\_MyPaint*

**Step 7:** Regenerate *layout.json* file.

First option (longest) is to create a package [using the SDK](#).

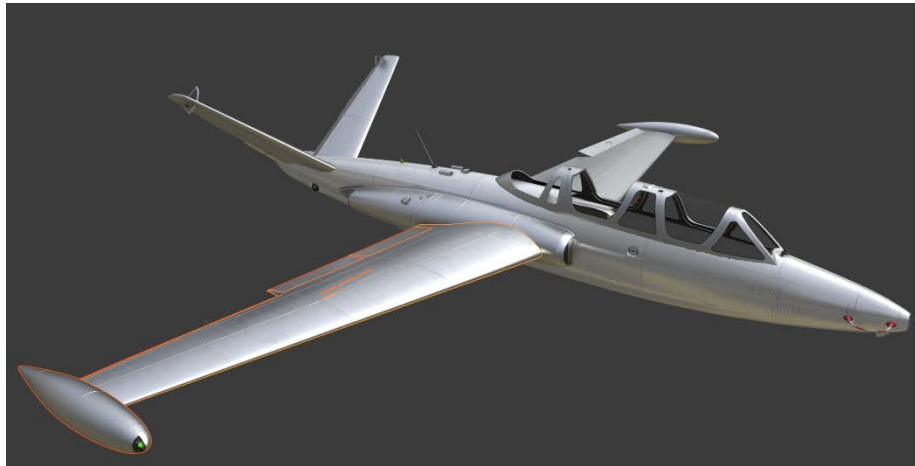
Second option is to use [MSFS Layout Generator](#) to generate the file easily.

**Step 8:** Copy the root folder you just renamed and paste it into your Community folder. You should now see your paint scheme into MSFS !

Fouga\_aile\_L



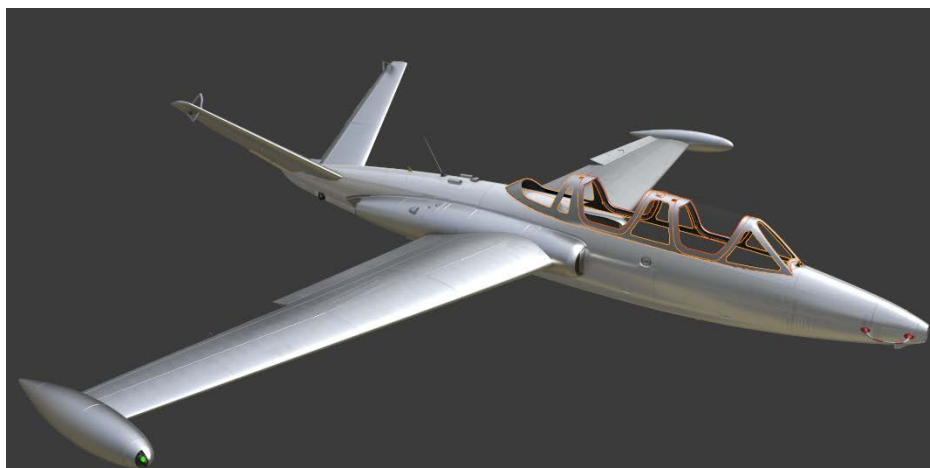
Fouga\_aile\_R



Fouga\_fuselage



Fouga\_verriere



Fouga\_moteurs



Fouga\_ext\_misc



Fouga\_empenage

