

LiveryLab LayerStudio

Feature Guide · LiveryLab EVO 1.1.4

Layer Studio is LiveryLab's built-in visual editor for creating liveries with a non-destructive layer workflow. It combines a 2D texture editor with a live 3D car preview.

Creation Tools

-  **PNG Assets:** Place logos, sponsors and other transparent PNG graphics.
- **PNG Library:** Store reusable graphics in Project Assets or the global My Library. Assets can be searched and organized into groups.
-  **Shapes:** Create rectangles, ellipses and custom polygons.
-  **Stripes:** Draw straight, smooth or curved stripes with adjustable width and color.
- **Bézier Curves:** Click and drag while creating polygon or stripe points to add Bézier handles. Existing points and curves can be edited later.
-  **Text:** Add text using bundled racing, technical, modern and classic fonts.
-  **Gradients:** Apply solid, linear or radial fills with two colors, individual opacity values and an adjustable angle.
-  **PNG Masking:** Clip a PNG graphic using a custom polygon shape.

PNG Masking

PNG Masking allows you to display a PNG only inside a polygon. The polygon defines which part of the image remains visible.

1. Place the PNG you want to mask.
2. Create a polygon in the shape of the visible area.
3. In the layer list, move the polygon directly above the PNG.
4. Select the polygon, then hold **Shift** and click the PNG to add it to the selection.
5.  Click **Create PNG Mask** in the layer controls.

The polygon and PNG are combined into a PNG Mask group. The result remains editable and can be moved, hidden, locked or selected like other layers.

 Expand the mask group to access its polygon and PNG components. Use **Remove PNG Mask** to separate them again without deleting either layer.

Selection and Layer Editing

Click a layer to select it. Hold **Shift** and click additional layers in the canvas or layer list to add or remove them from the selection.

- Move a layer by dragging it
- Nudge by 1 texture pixel – **Arrow keys**
- Nudge by 10 texture pixels – **Shift + Arrow keys**
- Constrain movement horizontally or vertically – **Shift + Drag**
- Scale from the center – **Alt + Drag** on a transform handle
- Resize with an optional aspect-ratio lock
- Rotate or enter exact position, size and opacity values
- Rename by double-clicking the layer name
-  Duplicate selected layer(s) – **Ctrl+D**
-  Delete selected layer(s) – **Delete** or **Backspace**
-   Hide, show, lock or unlock layers
-  Reorder layers by dragging them in the layer list
-   Flip supported layers horizontally or vertically

Hold **Ctrl** and click a visible child layer in the 2D canvas to select it directly from inside a group.

Groups and Alignment

 Select multiple top-level layers with **Shift + Click**, then group them with **Ctrl+G**. Groups can be moved, scaled, rotated, hidden, locked, duplicated, collapsed or expanded.

 Ungroup the selected group with **Ctrl+Shift+G**.

      Multiple selected layers can be aligned by their left edge, horizontal center, right edge, top edge, vertical center or bottom edge. The primary selected layer is the alignment reference and remains in place.

Polygon, Stripe and Bézier Editing

Create polygons and stripes directly on the 2D texture:

- **Click** – Add a straight point
- **Click + Drag** – Add a point with Bézier handles

- **Shift** – Snap a new segment or handle to 45-degree steps
- **Click the first polygon point** – Close the polygon
- **Enter** – Finish the polygon or stripe
- **Esc** – Cancel the current draft

When editing an existing polygon or stripe:

- Drag a point to move it
- Hover over a curve and click to insert a new straight point
- Hover over a curve and drag to insert a new Bézier point
- Drag a Bézier handle to adjust the curve
- Edit both handle sides independently – **Alt + Drag**
- Snap edited points or handles to 45-degree angles – **Shift + Drag**
- Delete the selected point – **Delete / Backspace**
- Leave point-editing mode – **Enter / Esc**

Guides and Snapping

Add horizontal or vertical guides for accurate placement. Layer edges and centers can snap to guides and the texture center. Snapping and guide visibility can be enabled independently.

Select a guide and press **Delete** or **Backspace** to remove it. Guides are editor helpers and are never included in the finished texture.

Texture Editing

Layer Studio supports multiple livery texture surfaces:

- **EXT_SKIN_C:** Main livery colors, text, shapes and artwork.
- **EXT_Skin_D:** Material and Body Color mask.
- **EXT_BANNER_C:** Windshield banner artwork, when the selected car provides a compatible banner texture. It appears automatically in the texture selector and supports PNGs, text, shapes, stripes and the normal Layer Studio tools.

Each available surface uses its own editable layer project, base texture and matching UV overlay.

For supported EXT_Skin_D projects, the available mask colors represent:

- **Black:** Authored texture and PBR maps
- **Red:** AC EVO Body Color
- **Green:** Additional material channel
- **Blue:** Carbon material

PNG and text layers are disabled while editing EXT_Skin_D. Use polygons, rectangles, ellipses and the supported mask colors instead.

Live 3D Preview

- Texture Slot and Final Livery views
- EXT_SKIN_C and EXT_Skin_D inspection
- Optional UV mesh overlay
- Light and Dark studio scenes
- Optional preview floor
- Body Color preview
- Paint Finish controls
- Free camera and fixed camera presets
- Front, rear, side, top and three-quarter views

Roll the 3D camera with **Middle mouse drag**. Hold **Shift** while rolling to snap it to 45-degree steps.

Paint Finish presets include Gloss, Matte, Metallic, Satin Metallic, Matte Metallic and Chrome. Metalness, roughness, clear coat and clear-coat roughness can also be adjusted manually.

Saving and Updating

6. Open an editable livery from My Liveries.
7. Select Edit in Layer Studio.
8. Choose the texture surface.
9. Add and arrange the required layers.
10. Select Save Layers or press **Ctrl+S**.
11. Select Update Texture or press **Ctrl+B**.
12. Return to My Liveries and use Activate in Game or Update in Game.

Understanding the Save Actions

- **Save Layers** (**Ctrl+S**): Saves the editable layer project.
- **Update Texture** (**Ctrl+B**): Bakes all visible layers into the final texture.
- **Update in Game**: Installs the updated result into AC EVO.

Hidden layers are not baked. Locked but visible layers are included. Guides, UV overlays, selection frames and editor controls never appear in the finished texture.



Undo changes with **Ctrl+Z**. Redo with **Ctrl+Y** or **Ctrl+Shift+Z**.