
SKINS OF A TEAM

Geschrieben von celo - 24.05.2016 11:07

Hio !!

How are u guys ???

I'm thinking about to do a skin.

The question is that I'm working in a personal project, i'm working in a web streaming music site and it will be really nice if i have the option to do a skin of it.

We don't have a lot of sources for advertisement, and everything to show the project will be good for us.

I read the rules and i don't find if i can do it or not. I think i can't.

For other way I was thinking about the cup's. I think that it can be really attractive idea to have a cup with teams and every team with his own Skin. There is some option to do this ??

Thanks guys !!

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Aw: SKINS OF A TEAM

Geschrieben von DerOlf - 24.05.2016 12:19

Hi Marcelo,
I don't think, the ABB wants advertising via carskins.

There are 154 different car-types but 2594 Skins, which is an average of ~17 (16,844) skins per car-type. For some cartypes there are just a few skins available, but for others, there are more than enough to choose from (the Porsche 911 RSR f.e.).

Teambased Cup is an other thing ... if there is a bound between the Team, Driver, and car/skin, it is already possible to have a "Team-Skin" ... but often enough it is the skin(s) chosen by the Team ... out of the variety of skins already available.

But in our BTTR-Series, there is one team, which has its own, brand-new, and quite similar skins on both cars ... but as I remember, 2 other 911-skins had to vanish for that.

To know for sure, you'll have to wait for an Admin to respond ...

I think there is no real need for new skins ... especially not for advertising ones. But since I am no Admin, I simply can't tell for sure ... what I said here is just my humble opinion, and I frankly don't like advertising at all ;)

Regards
Olaf

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Re:SKINS OF A TEAM

Geschrieben von Marcelo - 24.05.2016 12:41

Hey Derolf, at first thanks for the answer i will wait for the admin opinion.

I understand your vision, but i think that can be new oportunities for altbierbude, i follow the simracing world and there are some interesting purposes, like iracing, they let sponsor teams, i know it's diferent game and philosophy but i think it's a plus for the competition.

I understand that maybe advertisement sounds badly at first but the world of races always has been relationated with advertisement. Maybe there can be rules, there are a lot of interesting projects that maybe can be interested to advertise teams, i'm not talking about coca cola...

I attach a link of a iracing youtube event :

<https://www.youtube.com/watch?v=LtLu-6EJvTk>

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Aw: SKINS OF A TEAM

Geschrieben von DerOlf - 24.05.2016 16:25

Hi Marcelo,

I think, iRacing is associated with present-day Racing ... and present-day ads on present-day cars do make it even more realistic.

But GT-Legends is dedicated to the racing of the 1960's, 70's (and 80's). Most of the ads shown on the cars go back to historic Teams, such as the Martini or Gulf Designs and the Decals placed by Sponsors of these past days.

Whatsoever, there may be a way, to place at least some advertisement on ABB through planning events, Modding or Trackdesign.

Look at the "Car-Release" Notifications ... "Brickyard legends Team" is a common sight for all of us ... and that's what ads are supposed to do, placing a "company's name" in the head of the people ;)

I don't know, which company we are talking about, but imagine a Race-Series going on for years (as the ABB-ETCC did), called "Music-xpress Championship", with your company's logo on each and every notification related to that series ... including vids of the races on your company's YT-Channel ...

If you designed a new Track, I don't think anyone would complain about a few ads more or less, as long as they don't kill the realistic feel of the track (imagine the 1975 Nordschleife with ads by jobscout24.de or google ... doesn't add up well).

I'm not to decide, and I don't even know, if such ideas are appreciated by the admins.
I just wanted to tell you, that there is more than skin-design.

Regards
Olaf

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Re:SKINS OF A TEAM

Geschrieben von Marcelo - 24.05.2016 20:14

Hio Derolf,

I know, GT Legends have "old school magic" and this is his essence.. i respect that, I love that, i didn't think about it when i thought about sponsored skins.

At this point the question is find other ways of advertising (like you said, thx for the ideas) or think if there is some way to lose the less magic as possible letting sponsors teams, maybe creating old school skin designs with modern logos, to give an incentive to the team competition ..i don't know... i appreciate your attention DerOlf ^^

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Aw: SKINS OF A TEAM

Geschrieben von H1TM4N - 28.05.2016 00:15

Hi

gegen modernere Skins auf alten Autos ist generell nichts einzuwenden.
Aber, keine Werbung in eigener Sache.

Das ganze muss frei von Kommerz bleiben.

Grüße

Hergen

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Aw: SKINS OF A TEAM

Geschrieben von DerOlf - 28.05.2016 14:33

H1TM4N schrieb:

Hi

gegen modernere Skins auf alten Autos ist generell nichts einzuwenden.
Aber, keine Werbung in eigener Sache.

Das ganze muss frei von Kommerz bleiben.

GrÃ¼Ã¶e

Hergen

Ich bin mir nicht sicher, ob Marcelo Deutsch versteht ... :whistle:

Ich Ã¼bersetze das mal:

Translation

Hi

modern Skins on older cars are ok in general. But you must not advertise your own matters on ABB.

ABB needs to stay free of commercial means.

Regards

Hergen

/Translation

Regards

Olaf

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