

01 FILES AND SUBMISSION

- ☐ **FOLDER AND KN5 NAMING**
Use EFVD_lastname_model for the car folder and EFVD_lastname_model.kn5 for the main KN5.
- ☐ **CONTENT MANAGER UI NAME**
The car name shown in Content Manager must visibly include EFVD.
- ☐ **SFX FOLDER**
Clean SFX folder required. Oversized .bank files may be rejected and staff may request cleanup.
- ☐ **EXTENSION FOLDER**
The extension folder must contain only files required for the submitted car. Remove unused configs, old test files, backup files, unrelated scripts and assets not used by the approved car.
- ☐ **UI DESCRIPTION**
UI description must be up to date.
- ☐ **SHOWROOM**
Model must open cleanly in Showroom. Crystal Encryptor is not allowed for review.

02 VEHICLE ELIGIBILITY

- ☐ **BODY TYPE**
Maximum 5 doors, post-1985 vehicle, RWD drivetrain.
- ☐ **NOT ALLOWED**
No SUV, truck, body-on-frame pickup, monster truck, plane, boat, animal or joke vehicle.
- ☐ **WHEEL STYLE**
No donkey-style wheels. Wheel size must look realistic for the car.

03 VISUAL, LIVERY AND REQUIRED ASSETS

- ☐ **BODY KIT AND LIVERY**
A professional body kit and livery are required.
- ☐ **WHEEL FITMENT**
Wheels must be realistic in size and must not clip through fenders or arches.
- ☐ **WHEEL STICKERS**
Contrasting color sticker required on wheels.
- ☐ **LIGHTING STYLE**
No automatic strobe lights or neon.
- ☐ **STREAM-SAFE CONTENT**
Offensive, explicit, hateful or unreadable liveries can be rejected.
- ☐ **BRAKE LIGHT / G-FORCE LIGHT**
Official Brake light/G-Force light must be installed on the windshield and rear window.
- ☐ **WINDSHIELD BANNER**
Official windshield banner is required.
- ☐ **DRIVER CARDS**
Driver cards are required on both sides.
- ☐ **SPONSOR AND EVENT BRANDING**
EFVD staff will add required driver cards, banners, sponsors and event branding where applicable.
- ☐ **OFFICIAL PREPARATION KIT**
The public EFVD Car Tech Kit contains the current physics, required light asset and driver/inspector checklist.

04 OPTIMIZATION AND FILES

- ☐ **PROFILE A**
Up to 575,000 triangles, 300 objects, 175 materials.
- ☐ **PROFILE B**
Up to 675,000 triangles, 250 objects, 150 materials.
- ☐ **PROFILE C**
Up to 800,000 triangles, 200 objects, 125 materials.
- ☐ **KN5 / FBX SIZE**
KN5 max 80MB. FBX should be similar in size.
- ☐ **SKIN FOLDER**
Skin folder max size 50MB.
- ☐ **TEXTURE FORMAT**
All textures must use .dds format. PNG textures are not allowed.
- ☐ **UNUSED FILES**
Remove unused textures, backups and duplicate assets before submission.
- ☐ **MATERIAL COUNT**
Material count must stay within the chosen optimization profile.
- ☐ **PREVIEW**
Preview preset in Content Manager must be GT5-like.

05 PHYSICS, SOUND, COLLIDER AND AERO

- ☐ **OFFICIAL DATA**
Use official season Engine, Gearbox, Tires, Aero and Suspension data.
- ☐ **POWER GRAPH**
Power graph must be recalculated in Content Manager.
- ☐ **ENGINE SOUND**
Engine sound must match the installed engine.
- ☐ **COLLIDERS**
Colliders must be realistic and match the visible vehicle shape.
- ☐ **PARTS PLACEMENT**
Suspension, exhaust, wings, bumpers and visible add-ons must be positioned realistically and match the car model.
- ☐ **AERO LEVEL**
No GT-style or higher aerodynamics.
- ☐ **BUMPER-MOUNTED WINGS**
Bumper-mounted wings must be hittable.
- ☐ **CONTACT REVIEW**
Unrealistic collision behavior can cause tech rejection or post-event review.