



Updated and improved F-16C\_50 Texture Template by Texac.



## Texture Template Overhaul

This new texture template was created to improve the overall detail and accuracy of the textures for a USAF F-16C Block 50.

It is partly based on Eagle Dynamics' original template, but includes many changes and improvements.

View some of the improvements on the ED forums [here](#).

The main noticeable changes and improvements compared to the default template are the following:

- Reworked almost all rivets and added new, missing rivets
- Added sealant all around the aircraft which can be found under the "Weathering" layer tab
- Includes new, custom Weathering layers. Specifically leaks, oil leaks, refueling door scratches, etc.
- Added missing details like gun textures, vents, panels, exhausts holes, formation lights, internal A2A refueling textures, etc.
- Reworked many Stencils. Added all the USAF Block 50 Squadron tail markings
- Minor AO improvements to the RoughMet textures

## ! IMPORTANT !

Included are new RoughMet and Normal textures with the PSD template.

Make sure that you always use these new Normal textures for your liveries, if you work with the new template.

Otherwise you will have incompatible default Eagle Dynamics textures mixed with mine.

Additionally you can download my reworked fuel tanks, cockpit, engine and pylons as DDS textures.

Fuel Tanks, Cockpit, Engine, Pylons



Google Drive

## Credit

Do not redistribute this template in any way or form!

You are free to edit, make changes to this new template and use it for your public liveries.

Feel free to credit whenever you can as well as feedback is greatly appreciated!

Please contact me on Discord or the ED forum for any messages or questions!

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