



Media Information
BMW Motorsport SIM Racing
4th September 2020

A real masterpiece: Winner of the BMW M4 GT4 livery contest has been decided.

- **Top-class jury Cao Fei, Bruno Spengler and Michael Scully and the BMW Motorsport community crown Chan Wen Bin winner of the BMW M4 GT4 livery contest.**
- **BMW M customer racing team to race in BMW M4 GT4 with winning livery at season finale of the DTM Trophy.**
- **Winning design also available to the sim racing community.**

Munich. The BMW M4 GT4 livery contest has a winner. Chan Wen Bin (MYS) fought off numerous competitors with his proposed design for the BMW M4 GT4 and can now look forward to a cash prize of 3,000 US dollars and his design being used on a real racing car. The 27-year-old graphic designer from Semenyih (MYS) not only won over the top-class jury comprising multimedia artist and BMW Art Car designer Cao Fei, Michael Scully (Global Automotive Director @Designworks) and BMW works driver Bruno Spengler (CAN), BMW Motorsport fans also had the chance to vote for their favourites on social media and influence the result.

At the season finale of the DTM Trophy at Hockenheim (GER) on 7th/8th November, the winning design will be on show in a real-world race. A BMW M4 GT4 will compete there in the look created by Wen Bin. The design will also be available soon on the iRacing sim racing platform. The BMW M4 GT4 has been racing on that platform in the virtual world since June, where it enjoys great popularity.

“I’ve been a fan of BMW since my childhood and always dreamed of achieving something with BMW one day,” said Wen Bin. “This livery contest was a fantastic opportunity for me to show my passion for BMW and have my design used by BMW Motorsport. I’m over the moon and am delighted to have won this competition. I can’t wait to see the result in the real world. It’s one of my biggest successes in my career as a designer. Thank you so much BMW.”



In addition to the pure aesthetic perspective, the jury also placed a great deal of importance on the link between virtual and real-world motorsport when making their decision. With the motto 'THE FUSION OF REAL WORLD AND SIM RACING', the entrants were faced with the task of creating a design whose elegance and beauty comes into full effect not only in the virtual world but also in the real world.

"The black overall colour is always classic and elegant for a high-performance BMW coupe," said Cao Fei, who designed the 18th BMW Art Car – a BMW M6 GT3, in which BMW works driver Augusto Farfus (BRA) competed at the FIA GT World Cup in Macau (CHN) in 2017. "The subtle blue and red parts scattered around the car is not only lively and chic, accentuating its sporty and exclusive aesthetics, but the colour combination also reflects the very essence of BMW M series, paying tribute to its history and legacy. This livery is truly timeless."

With his design, Wen Bin prevailed over numerous competitors who had the opportunity to send in their proposals since the design competition opened on 8th July 2020. In addition to the jury's verdict, the votes from the BMW Motorsport community on social media also played a part in the decision. After Wen Bin, Juan Diego Sánchez (ESP) and Monholo Oumar (FRA) finished in second and third place with their suggestions. They look forward to a cash prize of 2,000 US dollars and 1,000 US dollars respectively.

Rudolf Ditttrich, head of BMW Motorsport vehicle development and initiator of the competition, said "Congratulations to Chan Wen Bin on winning the BMW M4 GT4 design competition. With his design he has perfectly expressed the fusion of real-world and virtual motorsport. I'm already looking forward to the season finale of the DTM Trophy at Hockenheim, when the livery will cause a real stir in a real-world race and will be just as much of a delight to see. But I'm equally looking forward to seeing the design in use in the virtual world. Many thanks to all the creative minds who took part in this competition. The range of submissions surprised us in part, inspired us and boosted our motivation to shape sim racing and real-world motorsport along with this fantastic community."

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