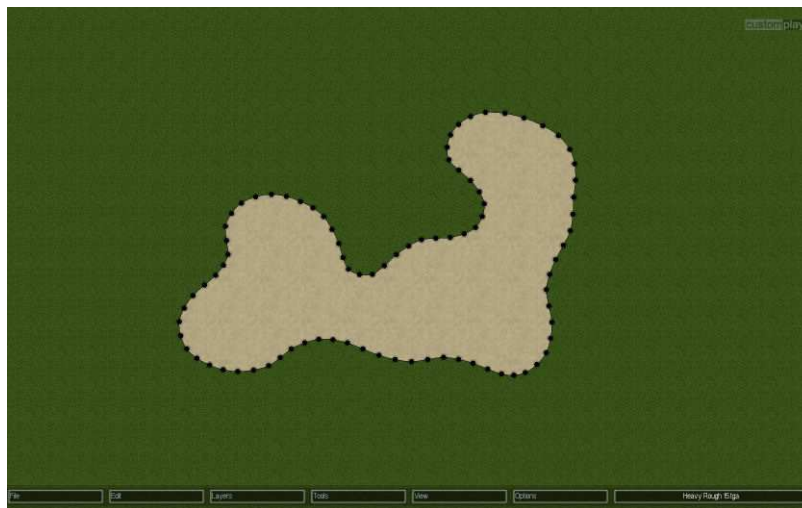
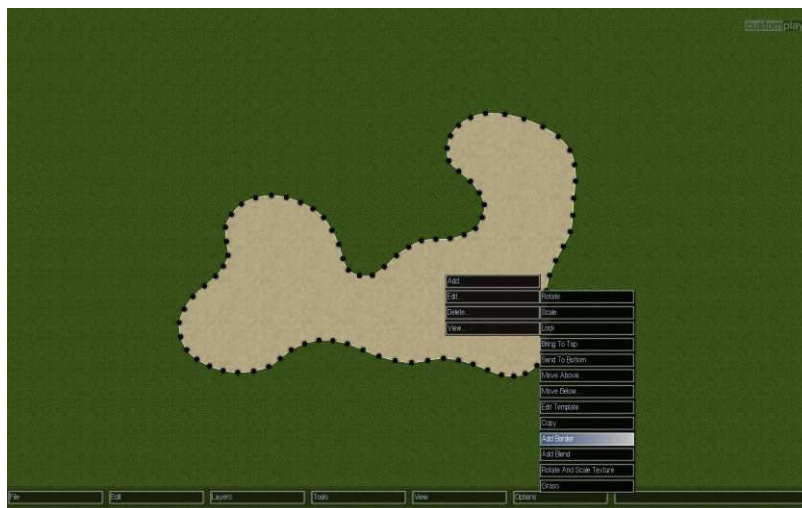

Quick and Painless Bunkering

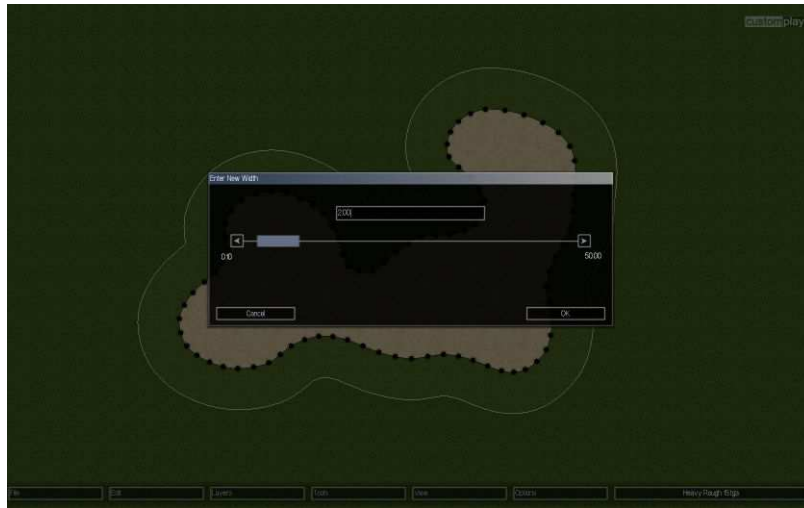
This tutorial should give you a better sense at how elevations work within the Golf 2 Course Designer, you can apply these tips I show you as well when drawing out elevations on other parts of the course. I am fascinated at how “A.W. Tillinghast” designed his bunkers and this is how I like to design my bunkers because they are sort of deep and usually flat bottomed and require the golfer to get his ball flight up high and fast to clear the walls. This design also is pretty easy to do on complicated bunker shapes as well and with simpler shapes would even take less time to do, I can pretty much knock out one of these bunkers from start to finish in 8-10 minutes and that’s pretty good considering this is from drawing the shape till the final smoothing of the elevations, another bunker I am going to cover is just a plain design you would see on most courses around the states, it’s a simple design with maybe a foot of depth with a slight amount of grassy dirt on the lip wall of the bunker.



In the picture above I have drawn out my shape I wanted to use for this tutorial, it’s not a simple shape but not overly complicated either which could very well be tough to work on especially with these style of elevations. One note I would like to add and that is make sure you have enough control points on your shapes. Not all shapes have to have this many and I might have went slightly overboard on this bunker but I have noticed it seems to make elevations much easier to work with since you have more control points raising or lowering.



Right click on the bunker texture and select “**Add Border**”



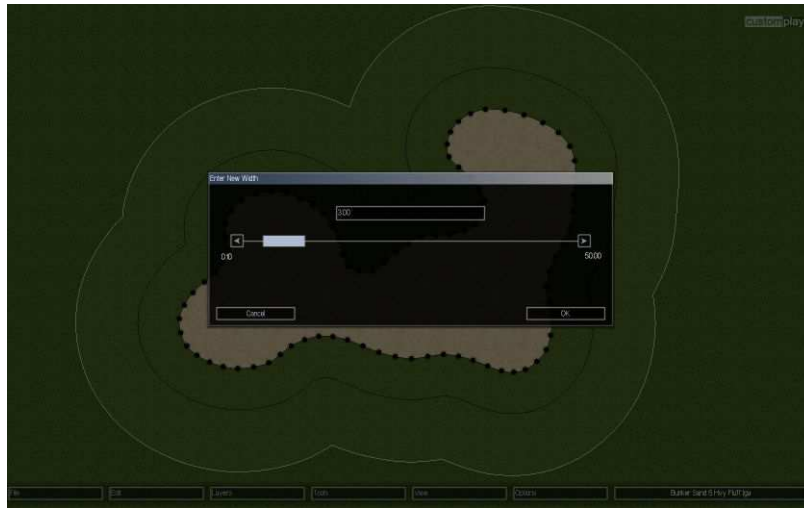
Now right click on the new border texture that showed up and select “**Change Border Width**”, I kept mine at (2.00) for this tutorial. A smaller border will drop more sharply and a wider border will have more of a gradual drop.



Right click on the new border that you just made and select “**Add Border**”



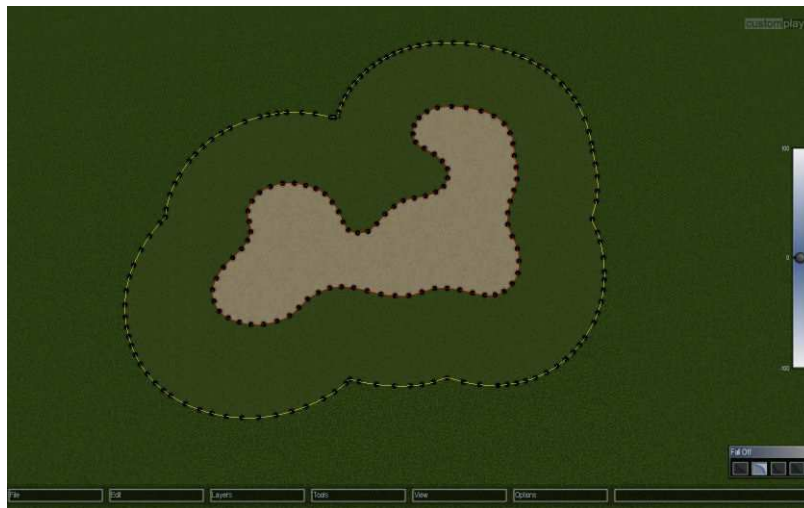
Now right click on the second border shape and select “**Change Border Width**”



It is kind of tough to see since I did resize my pictures but I entered a width of (3.00) for this second cut because I want a more gradual elevation raise around the bunker itself.



“PRESTO”, were ready for elevations. Click on **“Layer”**, highlight the **“Height”** button and click.



To select the borders to elevate right click anywhere’s on the screen and select **“Edit/Get Shape”**, now drag your cursor over the outer border shape to highlight it and left click. This gives us the red shape which we want on the inside but currently if you do (2) shapes which usually you will be using you’ll want the yellow falloff shape first. The get shape tool will always give you the red shape so what we need to do now is right click on the screen again and select **“Edit/Swap Red & Yellow”**. Now right click on the screen again and select **“Edit/Get Shape”** once again and highlight the bunker shape and left click, the bunker now has the

red shape around it and is what we need for the gradual elevation we want for this bunker. **Yellow Outside/ Red Inside** is what we were looking for, now I just heard about this a couple days ago but if you right click on the height slider to the right you can select finer height adjustments with each click. If I right click it once I now get a (10) meter up/down slider, if I right click twice I will get a (1) meter up/down slider and what that means is from the middle (Default) slider if I move it all the way up it's a (1) meter height adjustment, if I move it all the way down from the middle (Default) slider setting it's a (1) meter height adjustment. If I right click again on the slider bar it will go back to the (Default 100) meter setting.



Ok now move your mouse over to the slider and start to drag the round slider object UP slowly and come to a stop at (0.60) meter's, yes even though I am using imperial all elevations seem to default to meter settings unless your in game then the correct YARDS show up. A meter is (3.3 feet), what (0.60) is I don't even want to hurt my brain to figure out 😊 but it does look good so we'll just leave it like that.



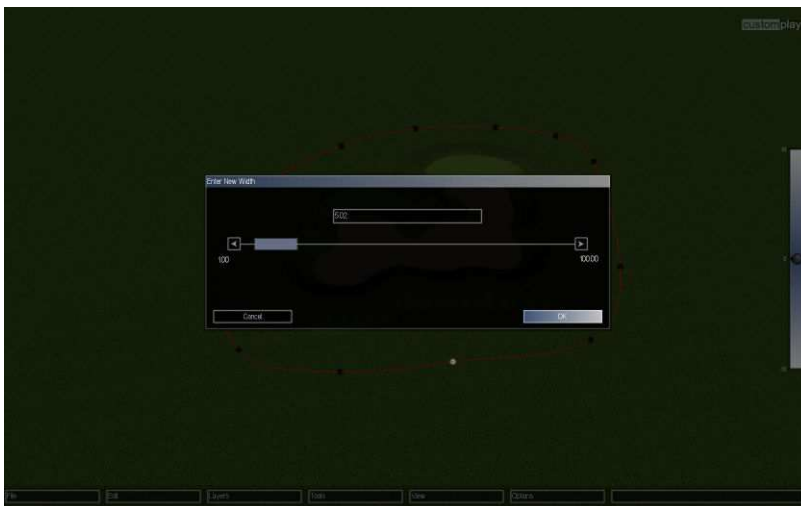
Now delete the outer yellow falloff shape but you can leave the red shape that is still around the bunker, you will have to right click on the bunker shape and select "**Swap Red & Yellow**" though as remember I said above that the red always will be first so we need that bunker shape as yellow. Now right click on the screen and select "**Get Shape**" then highlight the inner border shape and left click, the inner shape is now red so we need to "**Swap Red & Yellow**" once again.

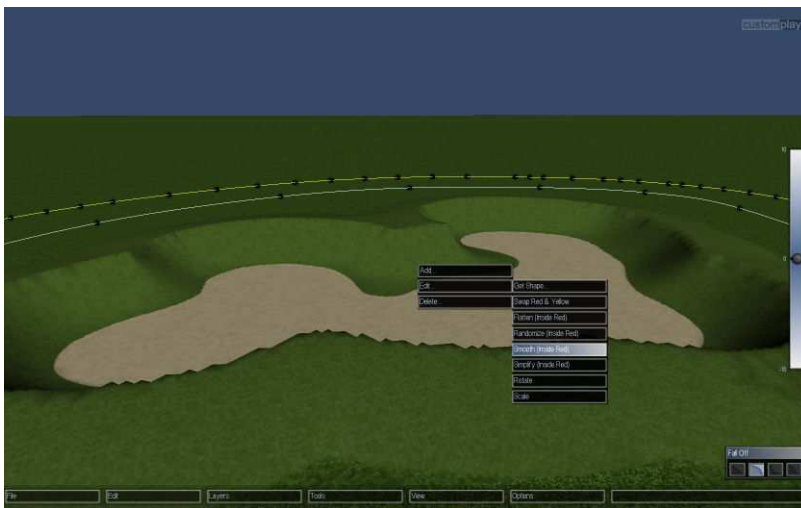


Now right click on the slider bar to the right and select the (10) meter slider. Once that is done left click on the round slider object and move it down to (1.60), once again I am not sure of the elevation change since it is in meter's but it does look good 😊. You can now delete both the yellow and red shapes.

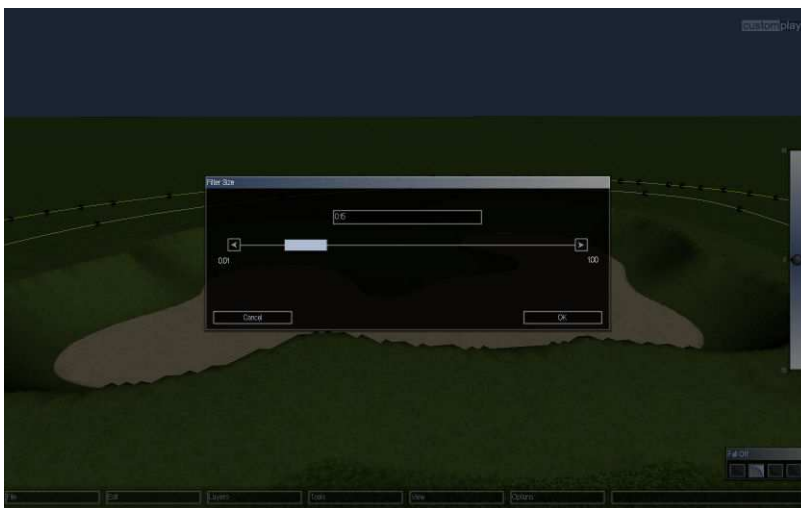


Hold down the space bar and drag your mouse around the bunker then let go of the space bar and the red shape will appear again but this time instead of using it as a shape we just encircled our bunker with it to use with smoothing. Once this is done hit the “B” on the keyboard and a box will show up and you can leave it on the default (10.00) for this operation. Once you click ok you will now be shown the yellow shape again but this time it helps with smoothing, most of the smoothing will be done inside the red area but the yellow acts as a buffer for the red and to not allow any smoothing outside the yellow area. You will notice a very small amount of smoothing being done outside of the red but it won't be much and that's why the yellow is there. (Below screens)

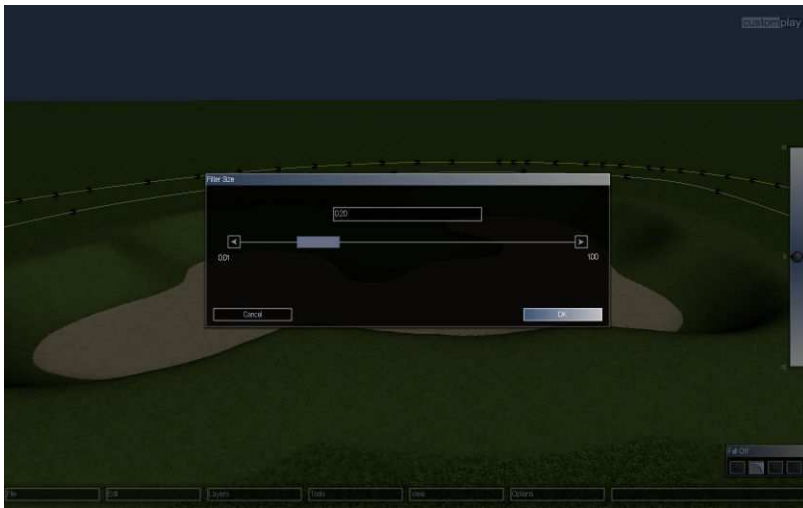
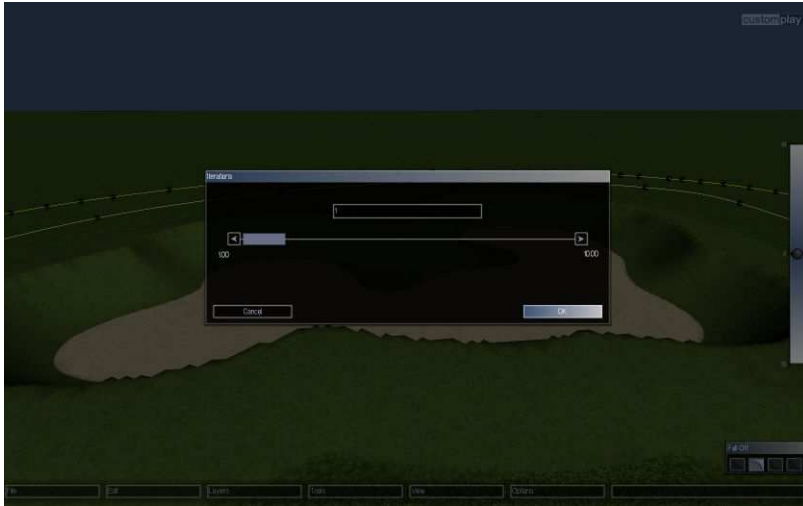




I like to move closer to the elevation changes being done and that can be done using the “**Arrow Keys**” and the “**M**” key pans your around. Right click on the screen and now and select “**Edit/Smooth (Inside Red)**”.



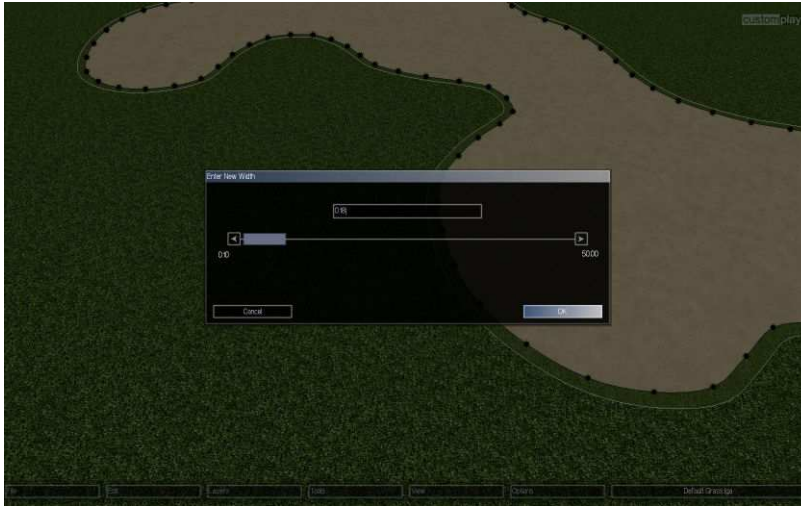
I like to use small settings when smoothing on these bunkers because I’d like to keep the elevations close to what they are now instead of ruining them with larger numbered slider settings which are better for area’s outside the TEE, GREEN and BUNKERS. Here I selected a **filter size** of (0.15) and then an **Iteration** size of (1). (Below Screen)



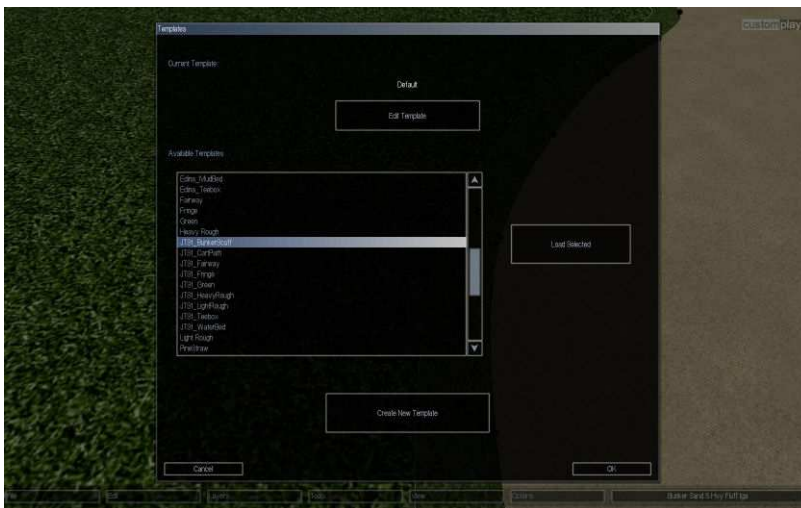
Now right click on the screen once again and select “**Edit/Smooth (Inside Red)**” and this time move the **Filter Size** slider so it shows (0.20) and use the same **Iteration** of (1) again. (2 Screens Above), Keep doing this a few more times and it should look just as good as the screenshot below.



“Wow this bunker looks amazing and tough at the same time”.



Now go back to the surface layer (**Layer/Surface**) and then zoom back in to the bunker area. You can delete the outer border shape as it is not needed anymore and then with the inner border shape we are going to use this as the border for our bunker lip texture. Right click on the bunker border and select “**Edit/Change Border Width**” and bring the slider now down to about (0.18).



Right click on the border and select “**Edit/Edit Template**” and highlight the texture you would like to use for the bunker lip (JTS1_BunkerScuff) in my case and hit OK.



Now right click on the bunker scuff texture and select “**Edit/Add Blend**”, now go ahead and do this same procedure on the bunker shape as well. I left the width of the blends alone for this tutorial.



Very nice INDEED!!

Below are some other screens I captured after I made another deep faced grass bunker.





- The Plain Bunker -

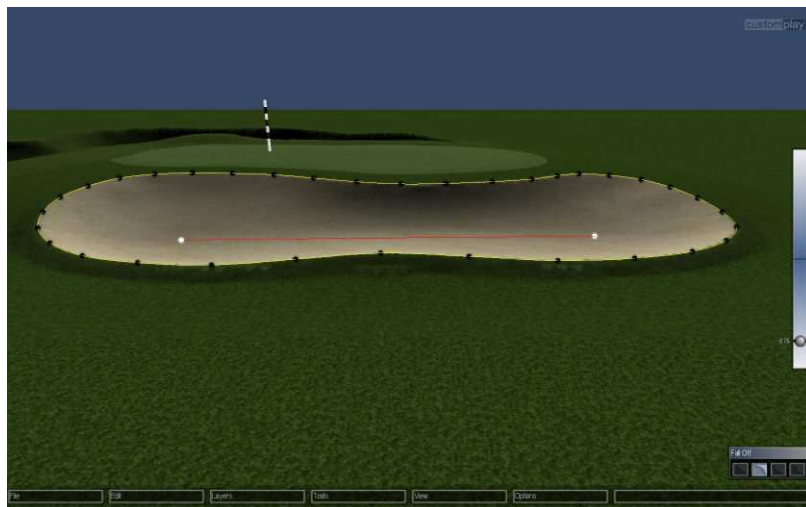
This one is pretty easy and doesn't take much time at all; first off you need to make shape with enough control points.



As you can see in the above screen shot I have got my textured shape made and have already raised it slightly using the (2) shape method, I for the life of me can't tell you why I raised it and it could very well because I'm starting to get used to the other way and just didn't pay attention. I guess in the end your really not going to notice it because the smoothing will help make it more natural looking to where you'll hardly notice the raised area around the bunker.



Following the above tutorial we need to **“Edit/Get Shape”** and select the bunker, now **“Edit/Swap Red & Yellow”** and hold the space bar down and draw a line through the middle of the bunker like shown above.

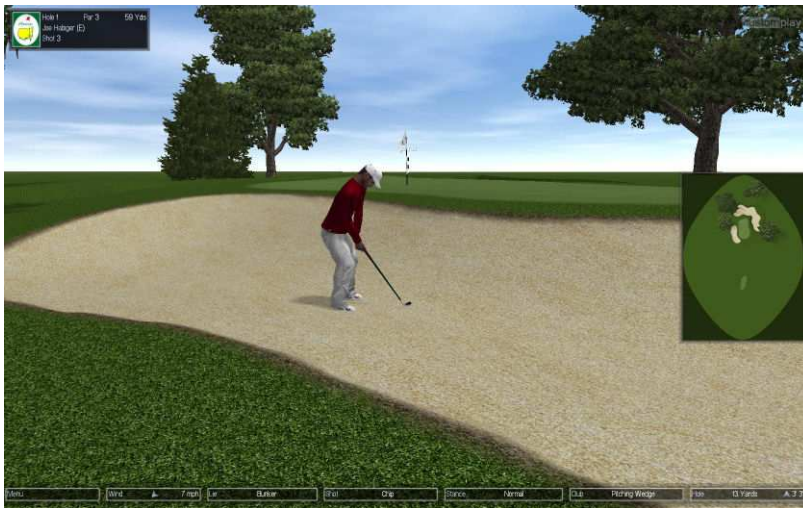


Now right click on the slider to the right till you select the (1) meter elevations. Now left click onto the round slider doodad and bring it down to (0.75), you can now delete the red line in the middle of the bunker but leave the yellow shape around the bunker.

Now right click and select “**Edit/Swap Red & Yellow**” and your shape should turn red instead of yellow. Once again left click the round do daddy on the slider and drag it down EVER SO SLIGHT so it looks like you have gone down just a few inches. This will be our bunker lip, care must be taken when smoothing or you could ruin it really easy. Were once again going to right click and select “**Edit/Swap Red & Yellow**” and your shape should turn yellow instead of red, now hold down the space bar and draw a shape around the bunker, after your done then right click and select “**Edit/Swap Red & Yellow**”. Once again right click and select “**Edit/Smooth (Inside Red)**” and use a small number again up to (0.15) in the **Filter Size** box with an **Iteration** of (1). Do this a few times and the bunker should be ready for the seam blending. If you have gone to far while smoothing and the lip doesn't seem to be there anymore you can just use your red shape on the bunker edges and drop it again and then smooth some more but on a lower level.



Seam Blending with a width of (0.13)



It's not the greatest design in the world but it is simple and basic and should get the job done.