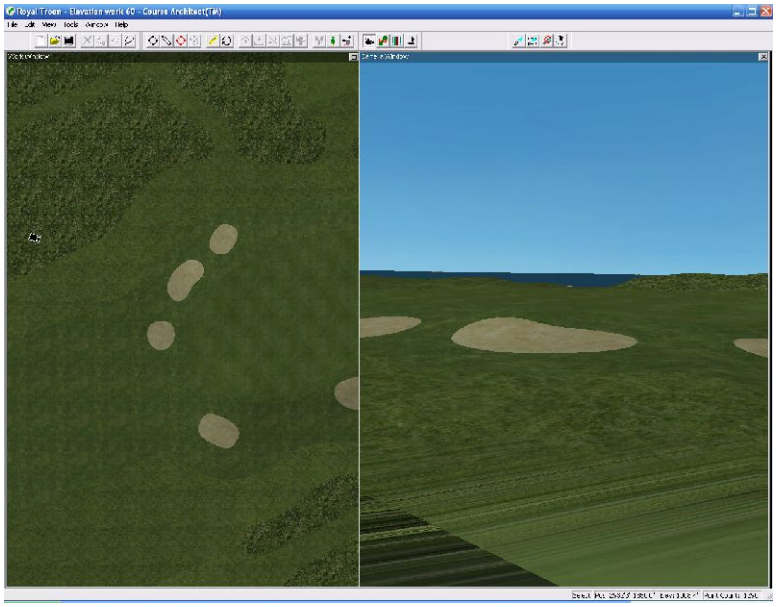
Straight Faced Bunkers by larry86

A few people requested I describe how to make the straight faced bunkers (used on Royal Dornoch) - so here goes...

First thing I do is create the bunker shapes and then make all the land plot elevation work - this is especially true for greenside bunkers - because once the bunker is in place you really don't want to make further elevation changes as it could adversely affect the bunker.

Here is a picture of the first hole at Royal Troon - the green elevations are complete and the shapes and locations of my bunkers are in place.

Here's how it looks in the game
pic01



Here's how it looks in the CA.
pic02

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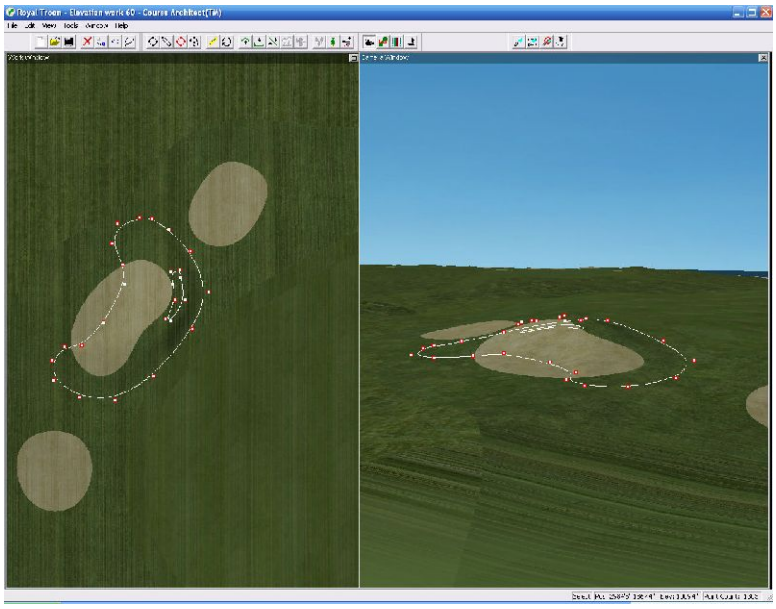
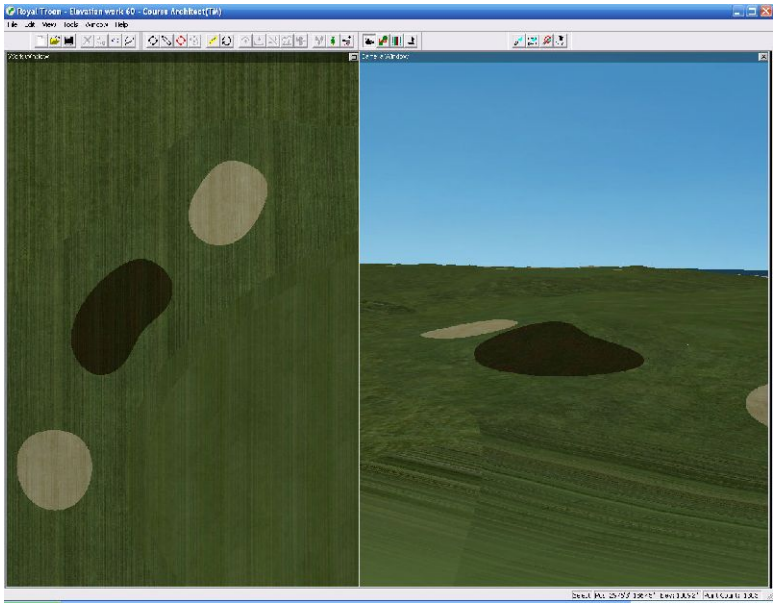
The next step is to add any additional elevation changes to the bunker (to say, increase the size of the lip). Use the two shape method and then enlarge the outer shape and smooth.



These bunkers seem to look best when one side is higher than the other
pic03

Now change the texture from a bunker texture to a dirt texture (or whatever texture you want the lip/face to be). Here I am using a dark green dirt texture, in Dornoch I used a brown texture - but find one you like.



Note this texture will get stretched quite a bit so experiment a little until you find one you like.
pic04

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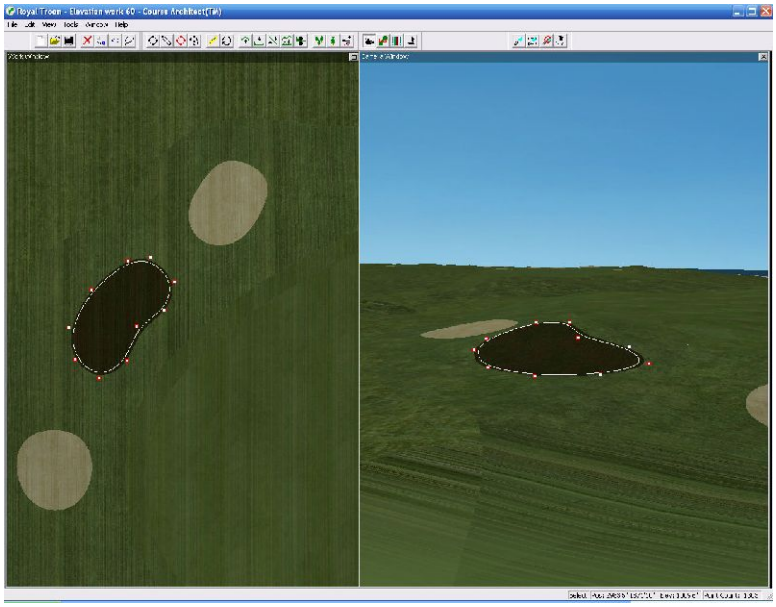
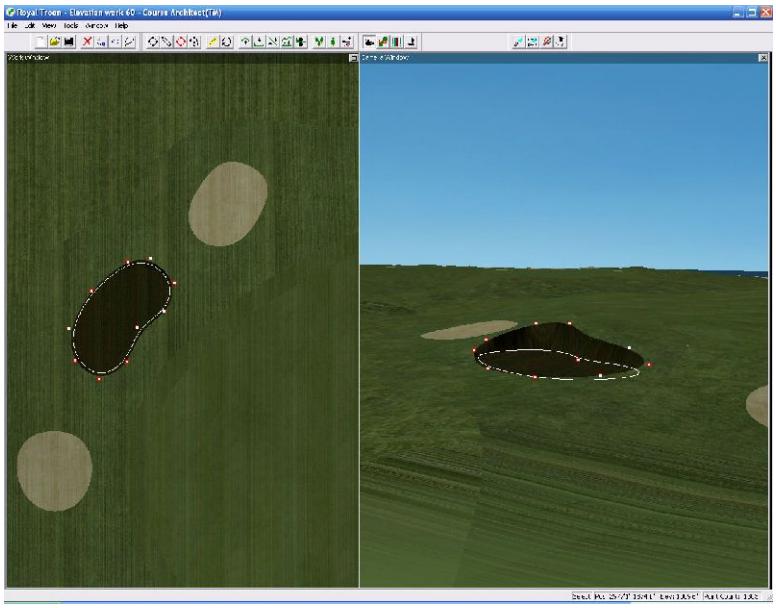
Copy the bunker shape and reduce the size a few inches - this determines the width of your face and takes a little practice to find a balance between looks and playability.



in this example I am using five inches.
pic05

Next take this new shape and flatten to a minimum height - you usually have to do this step a few times (at least two, sometimes more, to get the new shape perfectly flat).



pic06

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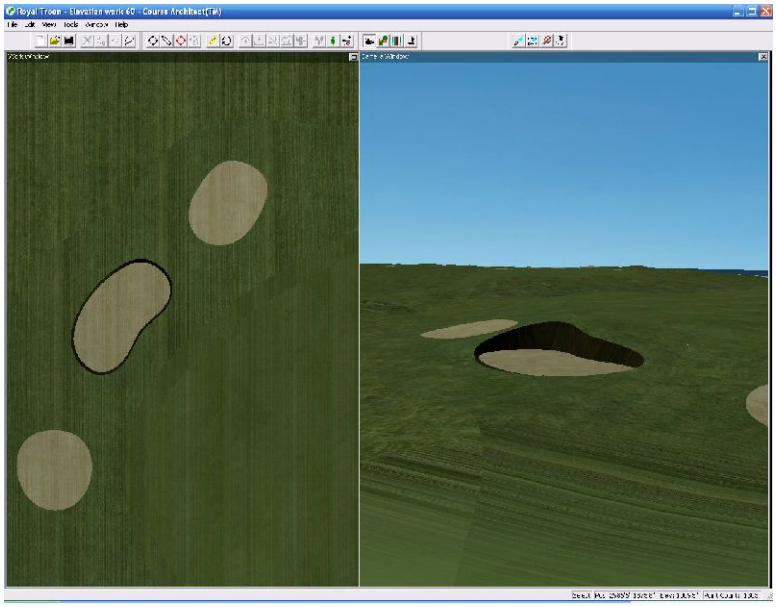
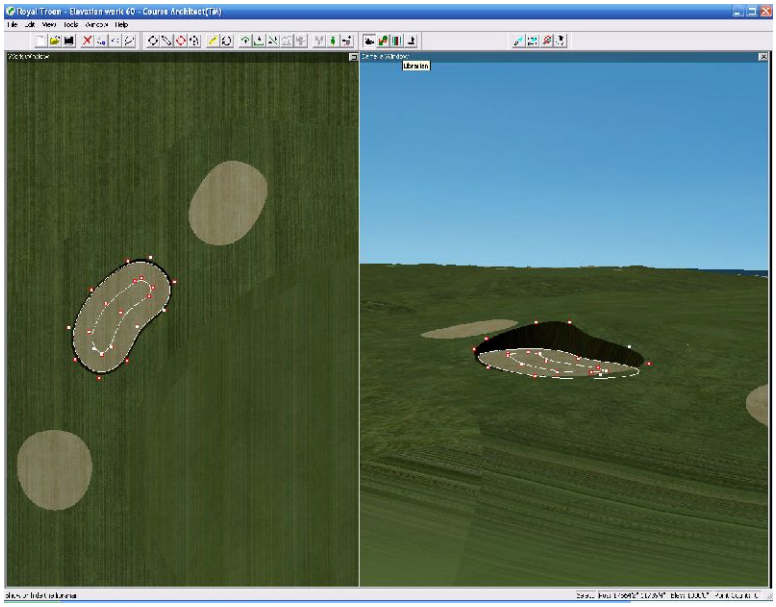
Now drop the old bunker texture you had into this new shape.



pic07

Then create a normal bunker with this shape as usual - use the two shape method.



pic08

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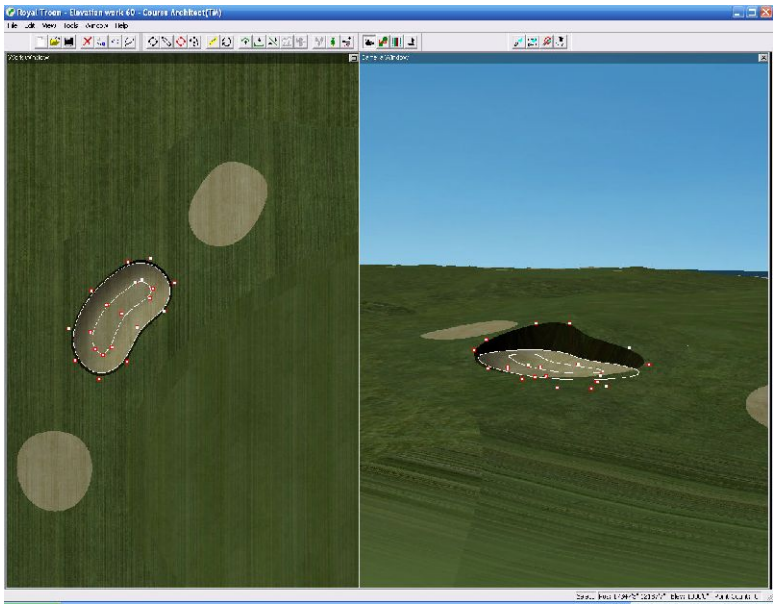


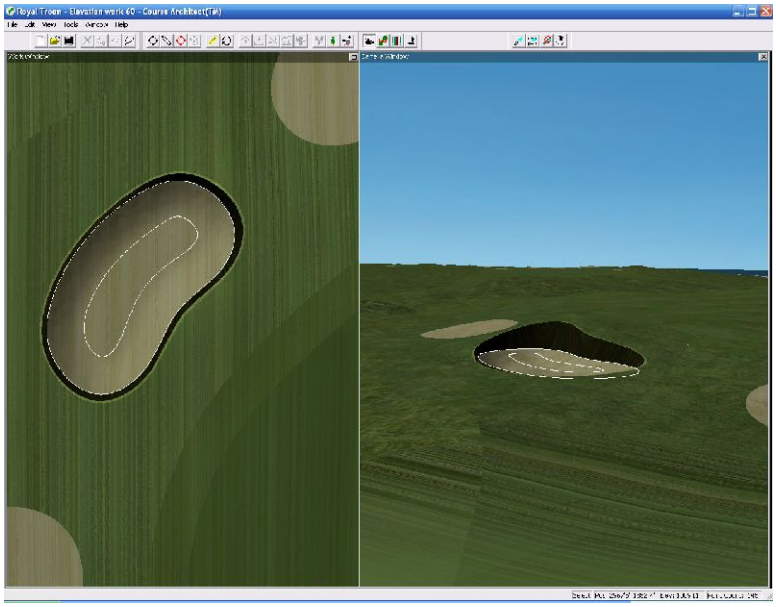
pic09

At this point you have quite a large number of points to get rid of - so you need to optimize. To do this create a buffer shape from the dirt texture shape - copy it and enlarge two or more inches and then drop a new texture down - something that stands out, I used an old fairway texture that glows in comparison to my courses fairway.

You will delete or change it later so the texture you choose doesn't really matter. Then optimize this new buffer shape and use the optimize with children selection. This will reduce your total point count and also maintain the desired shape.

You will find you can optimize quite a bit - but do keep an eye on the bunker/sand texture as it will start to look really bad if you optimize too much.

But you do have to find a balance as this one bunker is now several shapes and the point count can get rather large depending on how many of these little devils you place on your course.



Pic10

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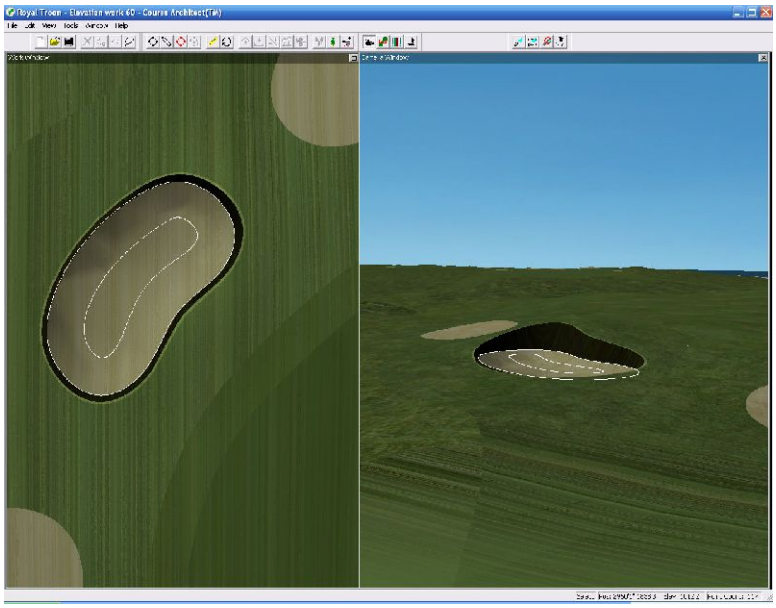
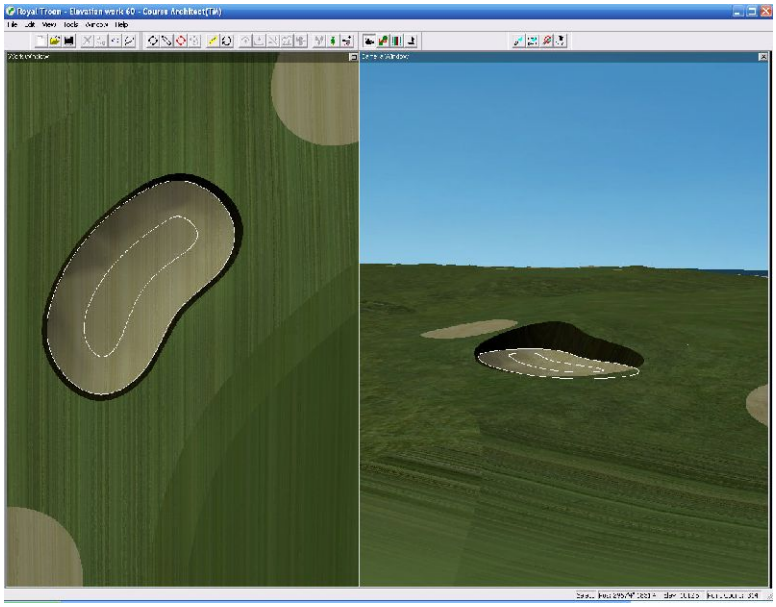


Pic11

Finally either remove the buffer shape, match the buffer shape to your surrounding terrain (fairway or rough), or use another dirt texture to make the bunker stand out visually even more - totally up to you.



Pic12

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Here is the bunker as seen in the game.
Pic 13, 14

Well, that is about it. I did this example to show you my method but I must say I don't really like how this trap turned out.

First the lip is too big - Royal Troon doesn't have quite so steep of a lip on the first hole (though later holes do...) and secondly the back edge looks funny to me - probably have to do this one over and mess around with the back edge to get it to look right

One more thing... the width of the face does matter - do some play testing of your design. I found if the width was too thin it looked better but the playability suffered (as the golfer could hit a shot right at the face or flub a shot at the face and the ball would magically rise onto the putting surface and proceed forward).

The wider the face, the worse it started to look but at least the golfer had to respect it and go out backwards and/or sideways or bounce several shots right off it and right back at him/her and thus learn to respect it.

Seems like five to six inches works well - but it really depends on the geometry of the bunker. Hope this help and good luck with your designs.

Enjoy,
Larry