

Correct Orientation for the Course Architect

This may come as a surprise to many who don't know and especially those who have made a real course representation with the EA Sports Course Architect program. I was told about this by a designer and really did not fully understand it until I designed my Cape Cod Player's Club course. Going on what that course designer told me and from a little research I had done, I plotted most of the holes going from West to East and East to West. Here is the plot with shot paths:



If you play this course at Sunrise, you will see the sun to the right of your player. If you play this course at Sunset, you will see the sun to the left of your player. (This explains why a lot of online golf leagues almost always set the time of day to Noon.) Now if you look at a local golf course in my area on Google Earth, you will see this:



You will notice that only FOUR out of 18 holes are going East to West and one hole is pointing Northeast. This is the case with most golf courses that I've looked at with Google Earth.

So, what is a course designer to do when doing a real course rendering? If they are using DEM data and the Terrain Assist program, everything must be pointing in the correct direction. The other way around this is to locate the course on Google Earth and do screenshots of the hole or holes and trace it into the Course Architect program with Ghost It. That way you can orient each hole in the correct direction. I hope this little bit of information is helpful to all.