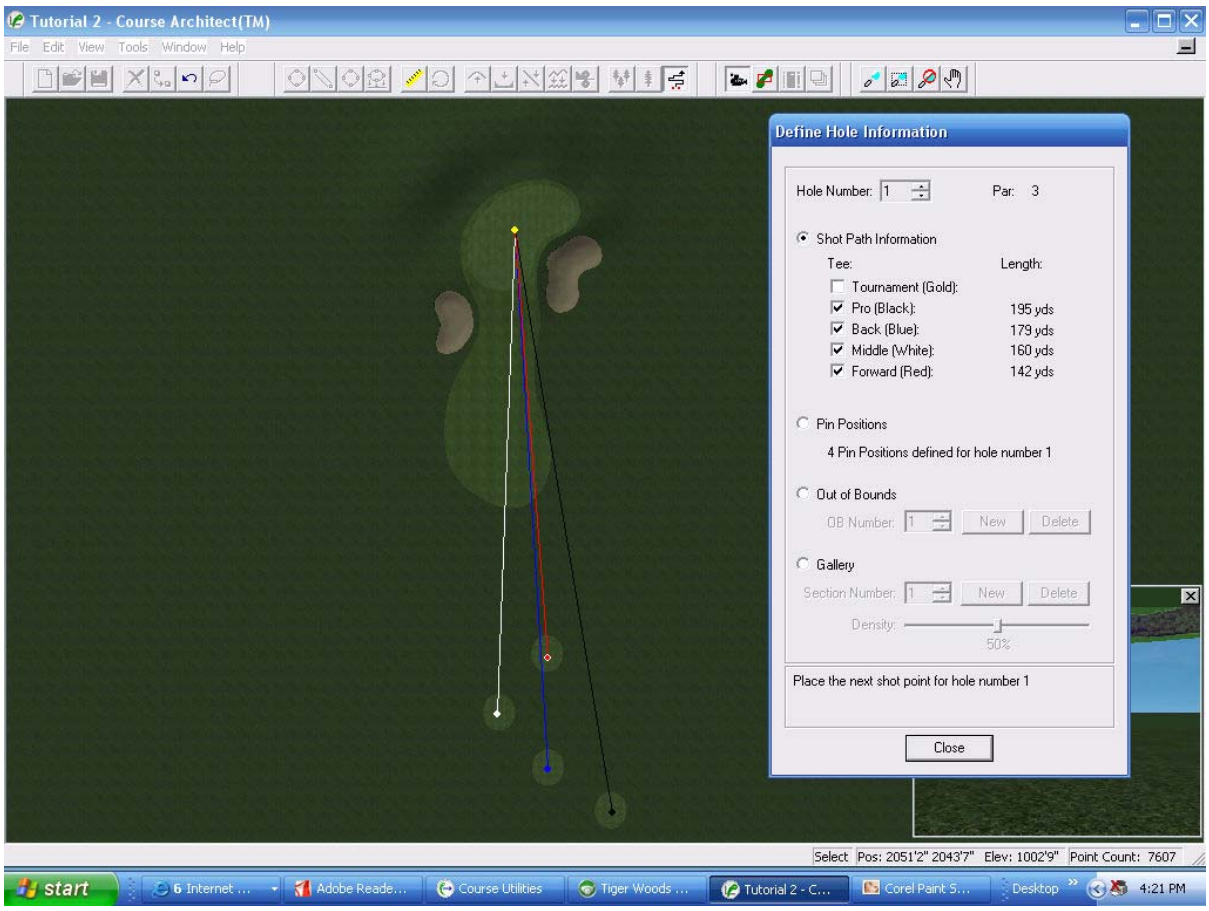
TEE BOX DESIGN
BY HOMEBOY

This is a continuation of green complex design tutorial – I am now designing the teeing area for the par 3 hole that I previously designed. As I said in the first tutorial, I always work tee to green when I design, so I'm doing things out of order here for me. But that will have no effect on the look of the hole.

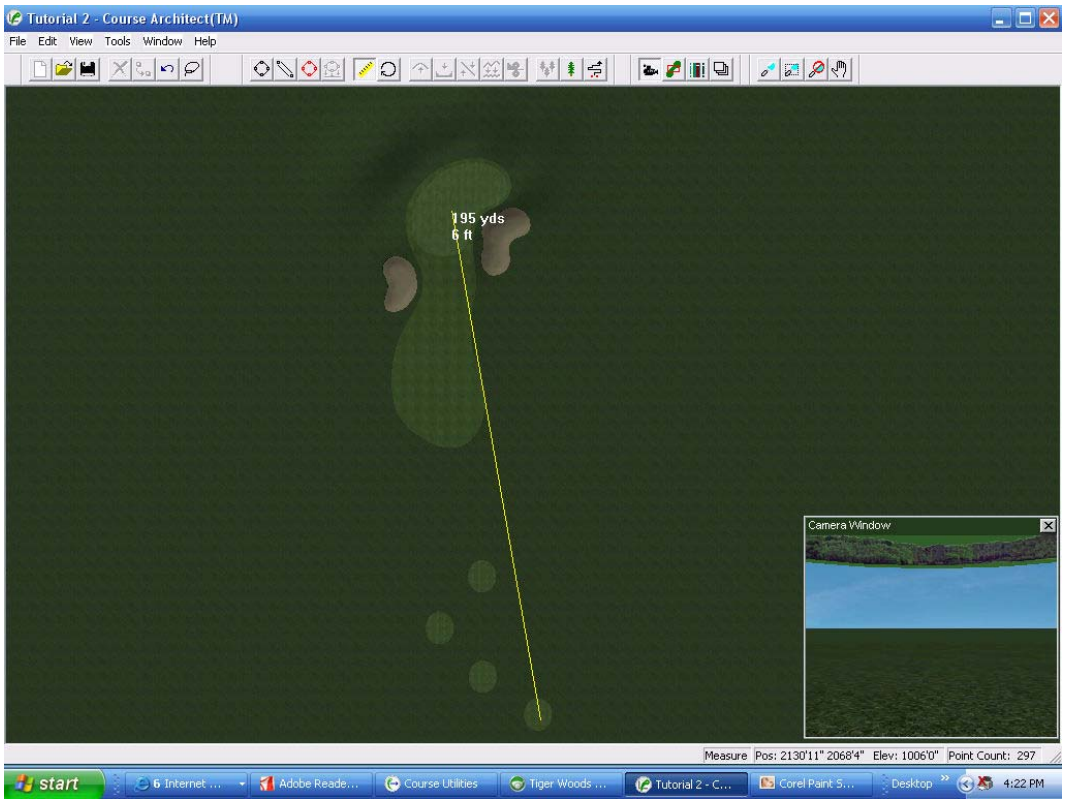
What I have in mind for the tee box is staggered tees that will be somewhat terraced, so that the Pro tee will "feel" like the golfer is playing from the Pro tee, if you know what I mean. In other words, the tee will have a nice view not only of the green, but also the other tee boxes. Each tee will have a different angle to the green, with the Pro tee having the toughest angle over the large bunker fronting the green. This is the same type of tee box that I did for the 2nd hole at Sakurajima or the 4th hole at Valhalla.

Here is the basic setup of the tees:

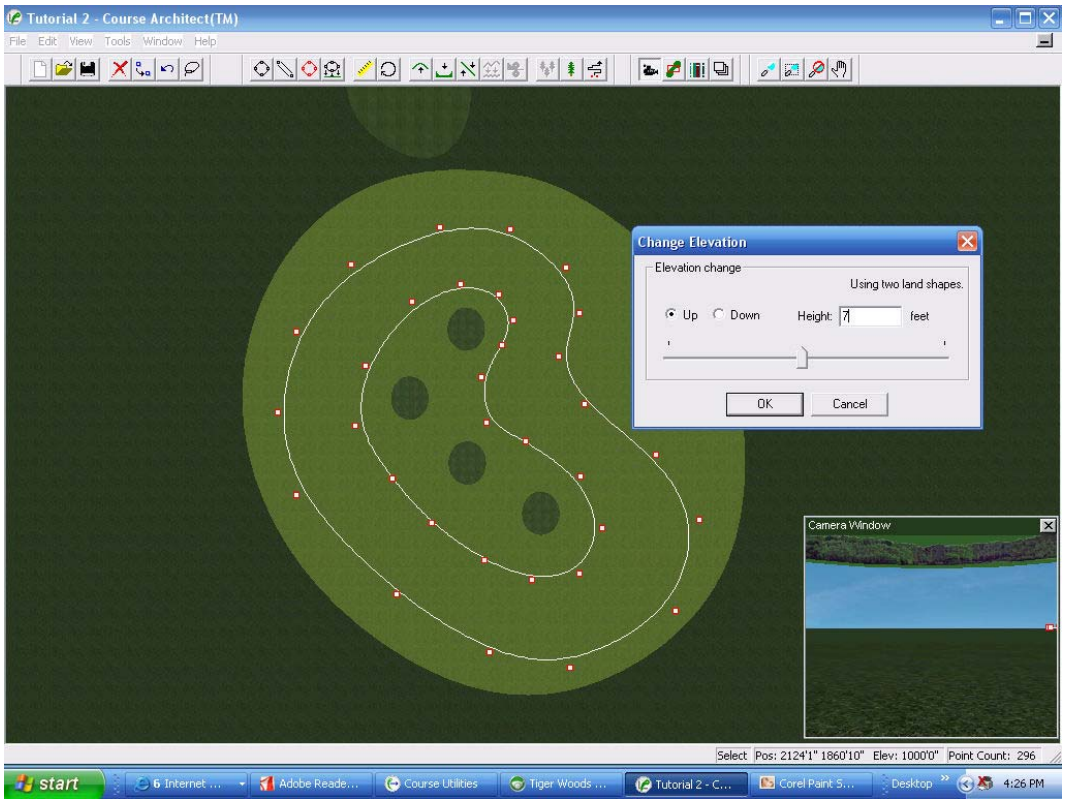


Let me digress for a moment and explain the tees. The Tournament (Gold) tee cannot be played online, so I never use that tee. I always check the bottom 4 boxes and place the tee positions starting with the Black tee until I've finished with the Red. On some real courses I design there might be as many as 6 tee boxes, but only 4 of them are actually playable in the game. The others are just for show and duplicate the look of the course in real life.

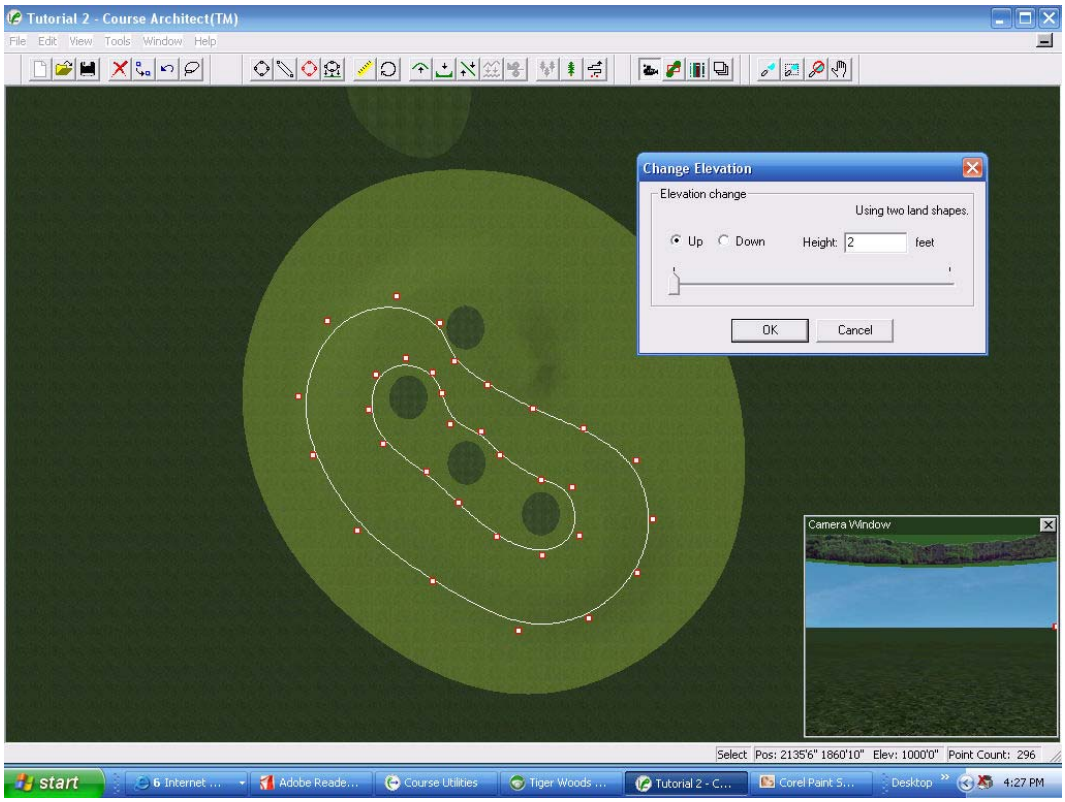
Next, I use the ruler to see what the basic elevation is – here you can see that it is a 6 foot incline from the Pro tee to the green. What I'm contemplating is that the Forward tee will be almost level with the height of the green and then the other 3 tees will rise at about 3 foot intervals, so that the Pro tee will be playing as a noticeable downhill shot.



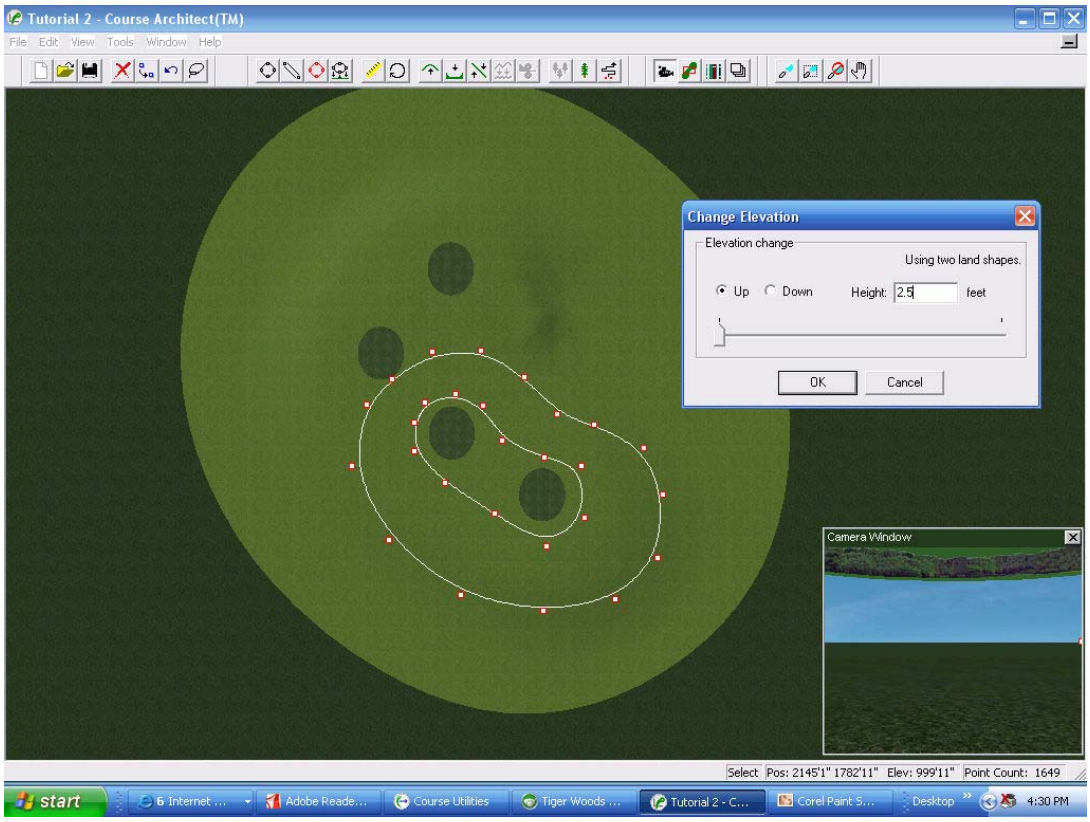
Next, I drop a temporary buffer shape (I always use Architect 1st cut because the bright color helps me to see the elevations) and get to work. I use the 2 shape method to raise all 4 tee boxes up 7 feet.



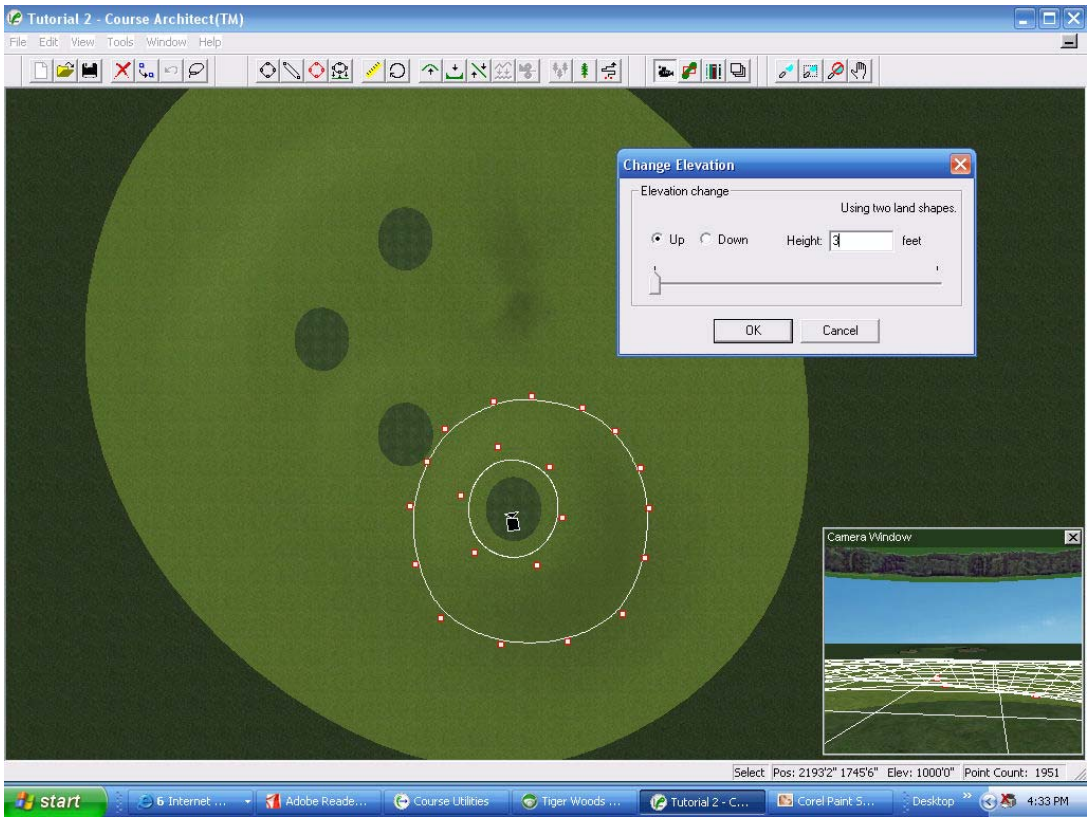
So now the Front tee will be playing as a 1 foot downhill shot to the green. You can see that a little wrinkle was created, but I don't worry about it because it will be smoothed out later. I then raise the back 3 tee boxes up 2 feet. Note that, in the next series of pics, my outside shape does not touch the tee box that is not included in the elevation. If the outside shape includes any part of that tee box, then that particular tee box will not be flat. So I'm careful with the placement of the outside shape.



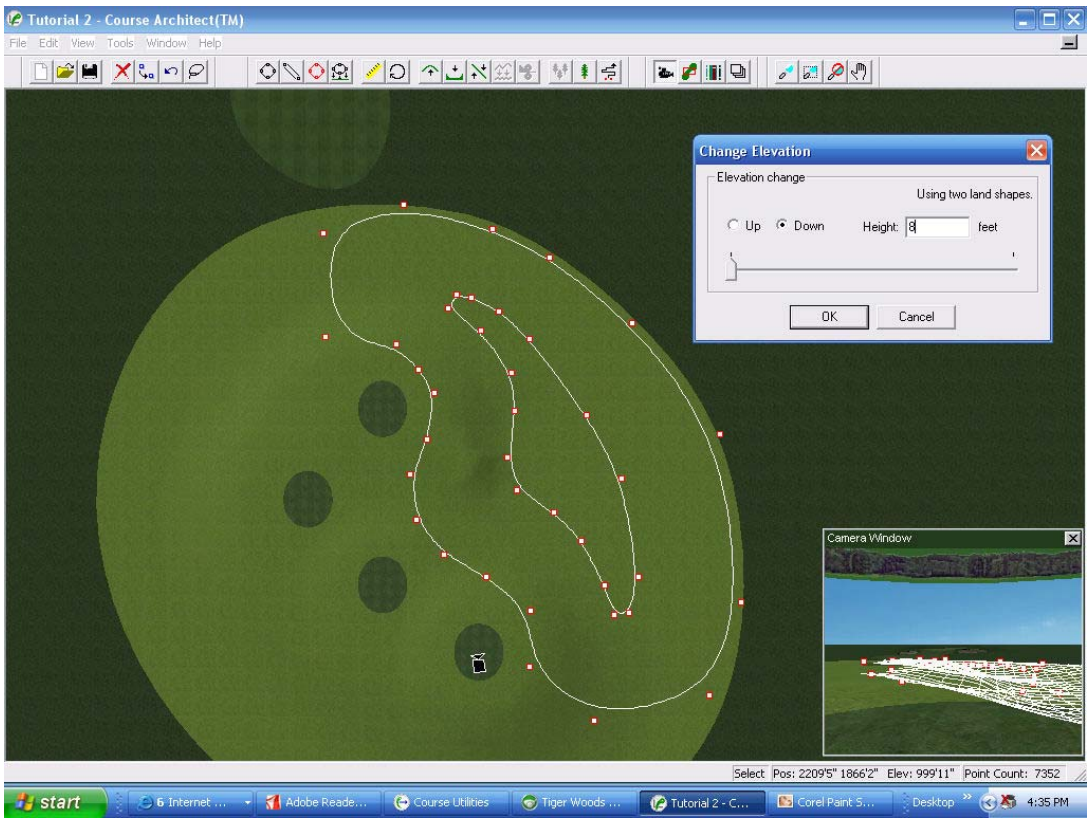
Next I raise the back 2 tee boxes up 2.5 feet using the 2 shape method.



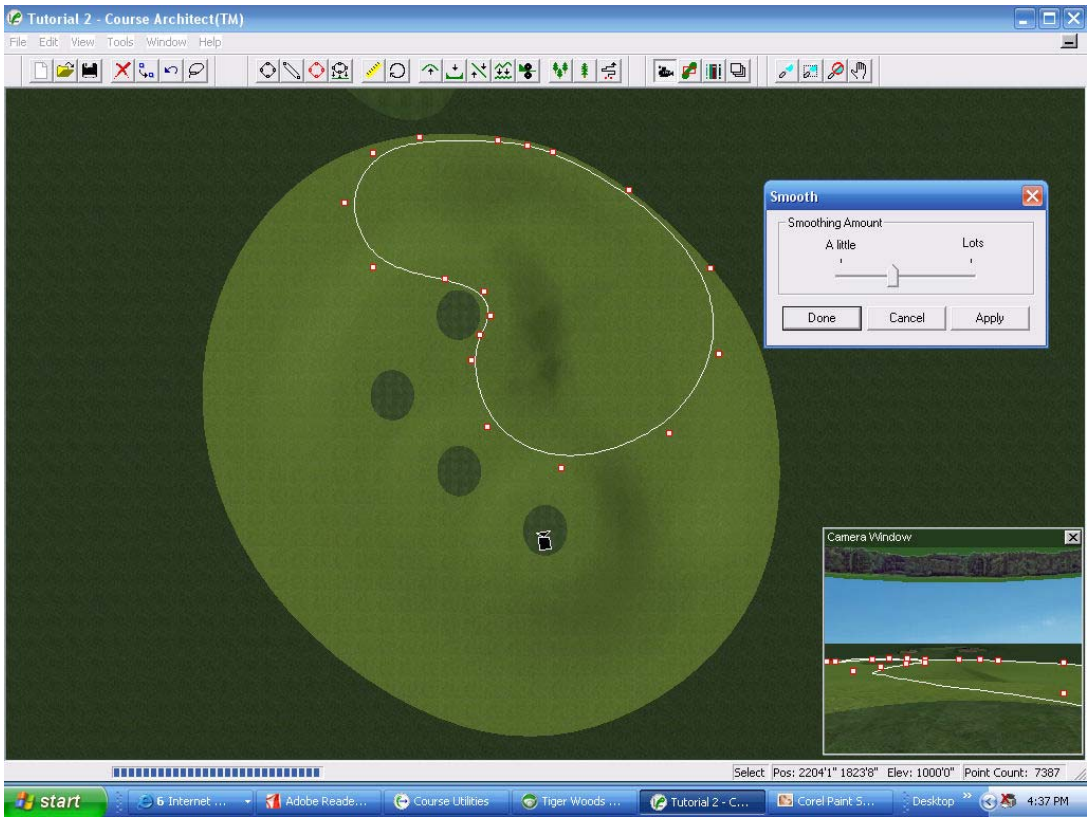
Finally, I raise the Pro tee up 3 feet using the 2 shape method.



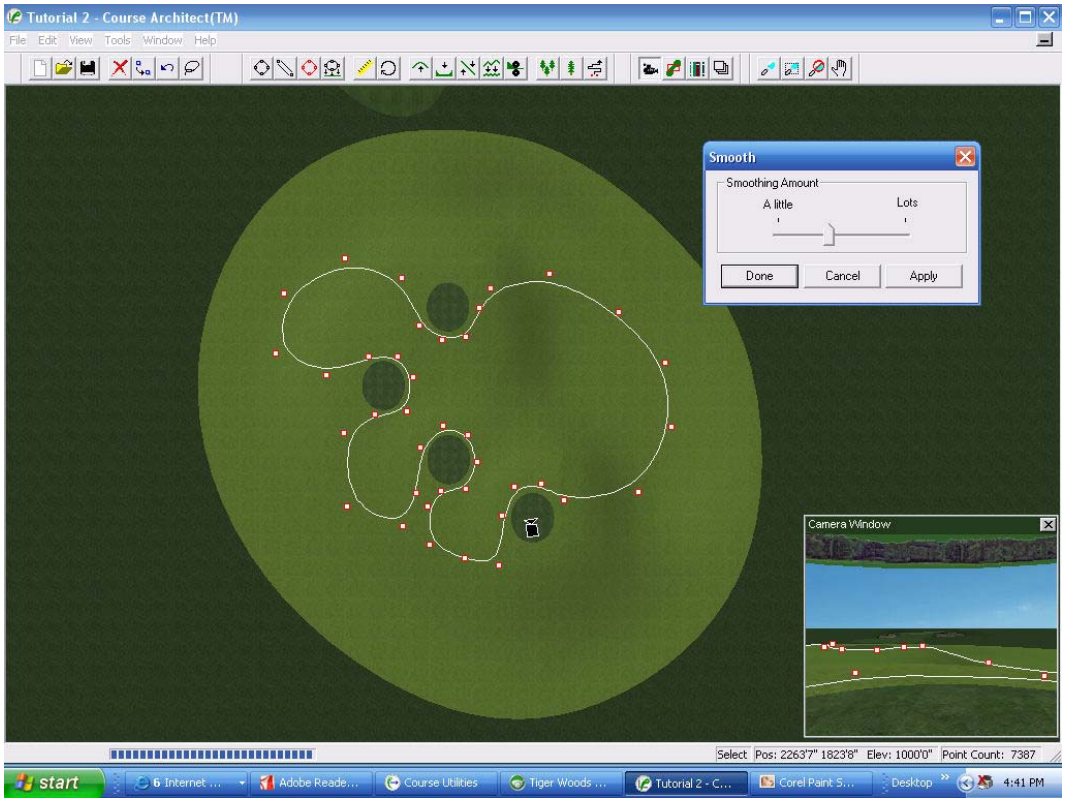
Then I want to add a depression that can be deep rough and filled in with bushes later. This will add some interest to the tee shot, reminding the golfer that he/she is hitting from the toughest tee. I use the 2 shape method and lower the area 8 feet.



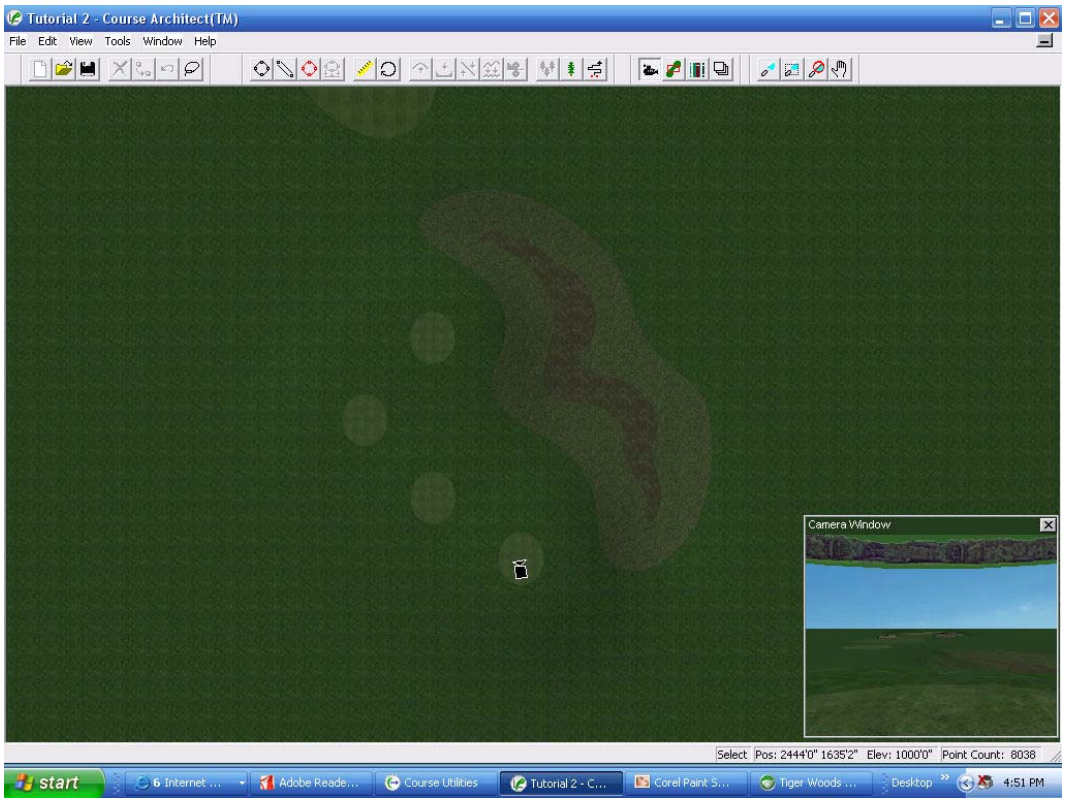
Now it's time to start smoothing. As I said in the first tutorial, I always smooth a lot over a relatively large area. This is the setting I use and I hit Apply twice.

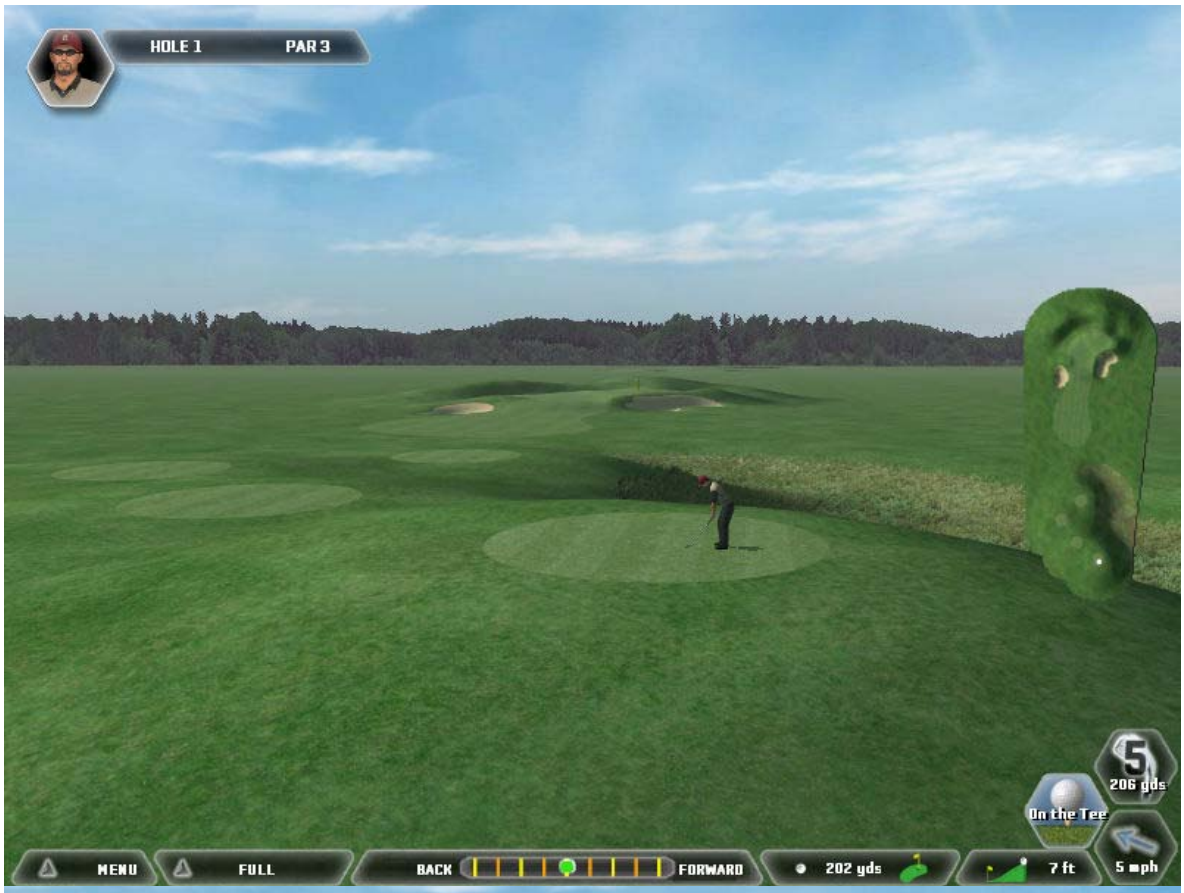


I continue to draw shapes to smooth all areas inside the temporary buffer shape.



In the process of smoothing, the point count on the temporary shape climbs to about 5600 points. When I optimize at the 3rd notch (as I showed in the first tutorial), the point count is slightly over 800 – a manageable number that does not ruin my elevations. I delete the temporary shape. Then I drop some blended deep rough textures into the depression that I created.



The teeing area is done. The Pro tee will now have a 7-8 foot downhill shot to the green depending on the pin location. The hole is still incomplete though – it still needs some more elevation work in the surrounding area, especially around the teeing area, so we don't just have a giant mound that is sitting there all by itself. We also need to add trees and bushes. I guess I can cover those items in the next tutorial.

For now, here are the tee box views in the game.