Basic Bunker Tutorial

There are about as many ways to create a bunker in the CA as there are bunker shapes out there. It all depends on what visual effect you want to achieve. Pot bunkers are rather obvious in shape and construction, so we'll skip those. On this particular course I have opted for rather large sand hazards with a pronounced drop-off. To achieve this effect I start by using my regular bunker shaping method. I draw and drop my bunker shapes, then select them as shapes, deflate by 1' and elevate at minimum height:

Next I deflate that shape by another 4', optimize it at the 3rd click, select the shape again and inflate by 5'. Select both shapes (ctrl+A) and lower by 5'. Afterwards optimize both inside and outside the bunker at the 3rd click:

I do the same for all bunker shapes on the hole. On this particular hole I also raised the bunker on the left of the fairway (as seen from the tee) by a couple of feet, using the two-shape method is used above for lowering the hole. This is what it looks like in the modeling clay after I have done all elevation work on the bunkers:

Next is another smoothing session. Select your buffer shape and deflate by 6’ or so (if you start smoothing a dropped shape without doing that you’ll probably end up with gigantic spikes at the shape’s edge.) Always at the lowest possible setting and give it enough clicks until you’re satisfied. Here I did about 60. The green area needs some additional smoothing because the bunker has been laid into the slope leading up to it, but I’ll get to that later. Optimize all bunkers and your buffer shape at the 3rd click:

I usually leave it at that but for this particular course I wanted to give the bunkers some more definition, so to create a bit of a drop-off I selected them as a shape, deflated by 6’ and dropped. Now I select both bunker shapes and lower by 2’:

The final act in this particular case is optimizing first the inner bunker shape at the 3rd click and the outer bunker shape at maximum (it is only for dropped lip-like shapes like these that you can do that.) Next delete the inner bunker shape and optimize once more at the 3rd click.

That's basically it. In my next tutorial I will explain how I do the green site on this hole.