Scaling 3D Objects

As architects making Tiger Woods courses, we are lucky to have so many quality libraries to choose from. The library creators have done truly amazing and outstanding work. However, more often than not, these 3D objects have to be scaled in order to look correct in the game.

For example, there are several libraries that have flags on poles, street lights and utility poles. Plus, there are cars, golf carts, boats, buildings, etc. When I first put a U.S. Flag pole on one course, I was amazed at how high it was! So, I researched the Internet and found out the average height of a U.S. Flag pole (I believe it is somewhere around 55 feet). To scale the flag, I put a tree beside it and made the tree 55 feet tall, then, I kept adjusting the height of the flag by lowering the scale in the object's property box. You access that property box by selecting the object in question and right-clicking on it. The end result was that the flag object was reduced in scale by four tenths and it displayed properly at .6.

Following is an illustrated example:

The BaliObjects library has two of the most detailed golf carts that I've found. I have had success using them in my courses and they seem to work very well with Tiger Woods 2008. So, on my latest course, I am going to use them. Here is a picture of the cart in its library:

And here it is on the course:

You'll notice it is almost completely engulfing the parking area that I created. As I've described, it is a very detailed cart, but rather HUGE!!! What am I going to do about that? Well, I pick a tree from a library and set its height to six feet (the height of a golf cart with a roof on it):

As you can see, the tree at six feet tall is so small compared to the cart that you can't see it (it is a small spec to the left of the cart)! Now comes the fun part, with the cart selected and its property box opened, we begin reducing the scale of it until the height of the tree and cart match (doesn't have to be exact, but pretty close will do). Here is the result after reducing the cart to 0.08!:

This looks good and the cart only takes up part of the parking lot. I'm going to put in another cart and a building on this lot.

I have begun to keep a list of items and the scale I use to make them look best. If you are using objects, it would be a good idea to do so too.

I hope this little tutorial is useful and will help others who are creating courses.

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