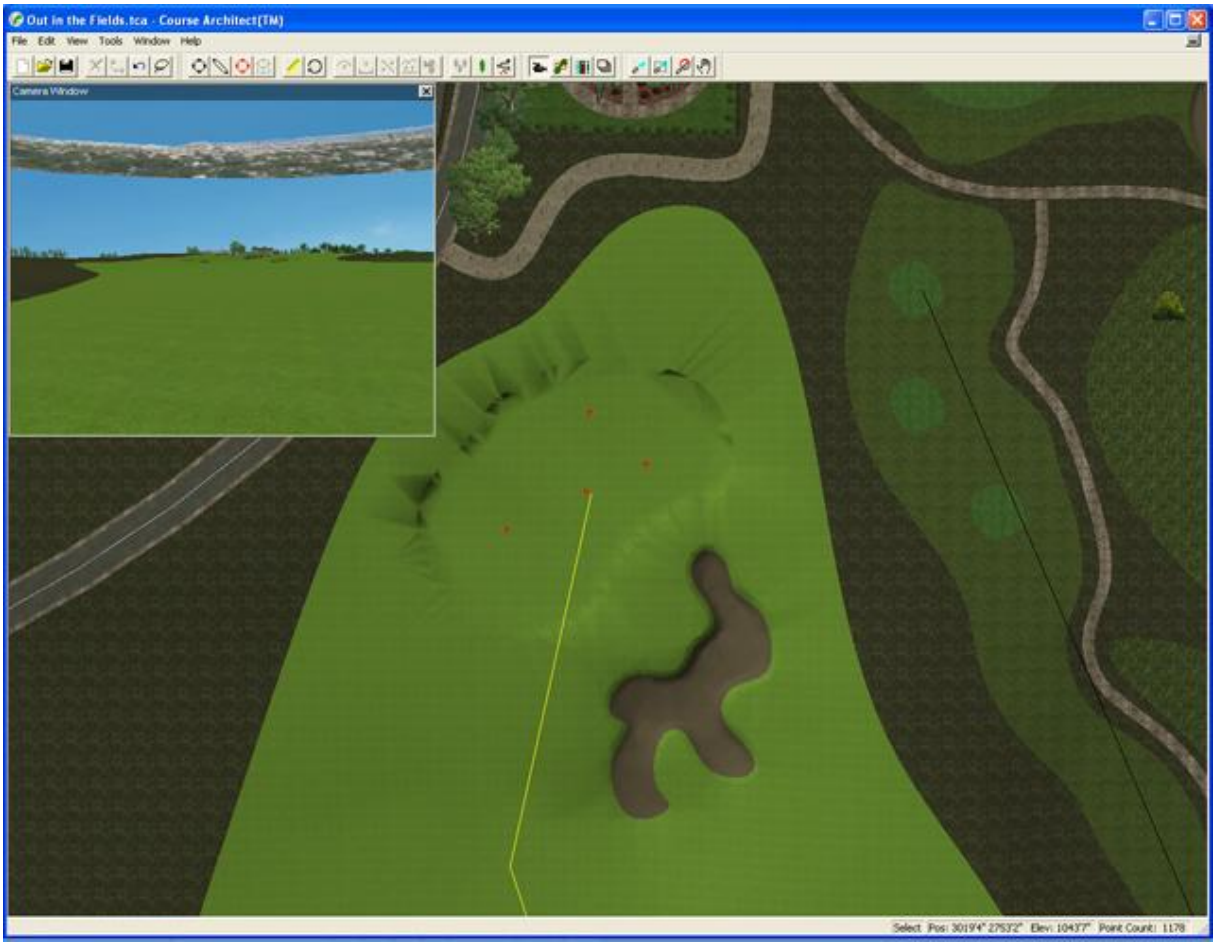
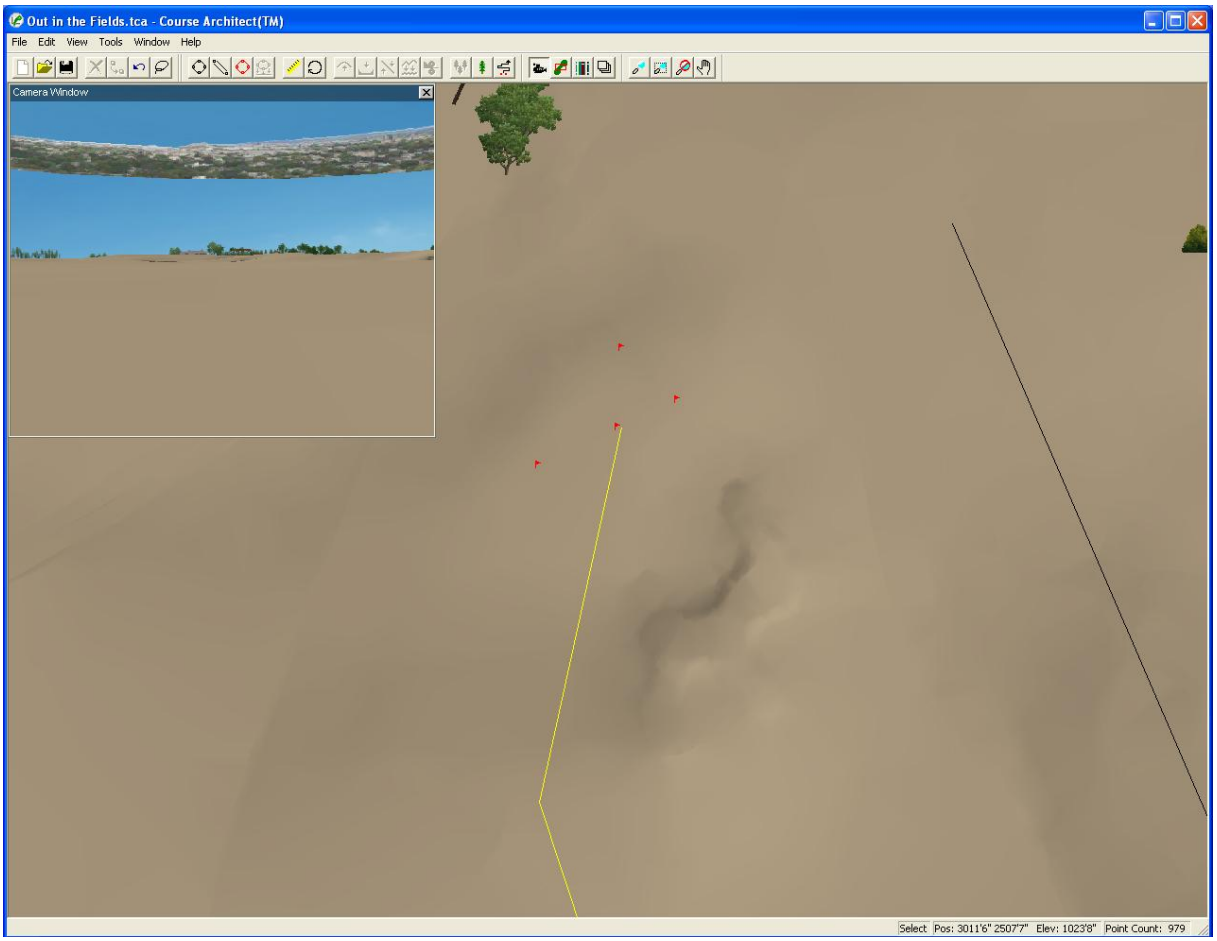
Basic Green Site Tutorial

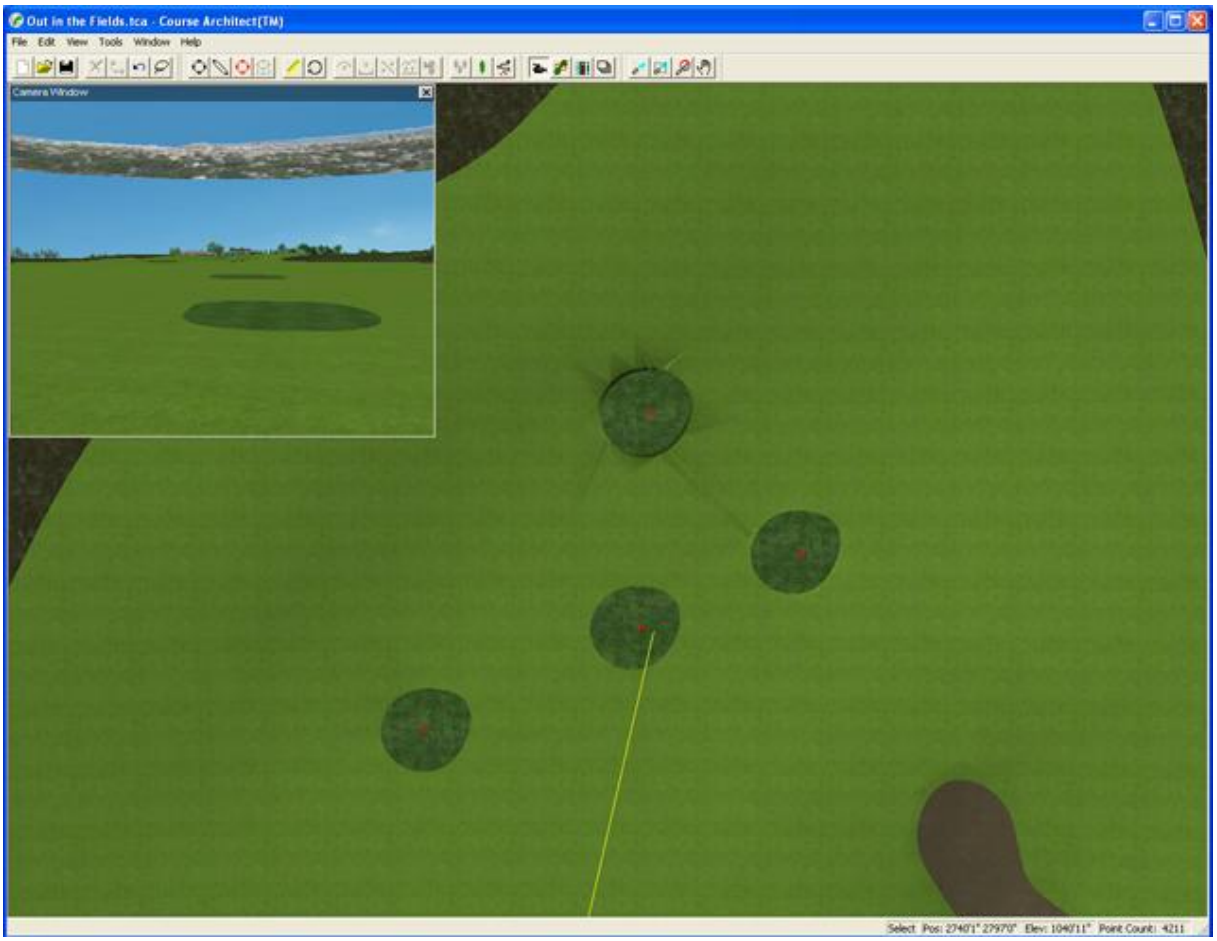
Now for the final and arguably most important part of any golf hole: the green.
On this hole I have a raised green with a bunker carved into the right side of the slope leading up to it. Because I have used a 'green' texture for my buffer shape, I can start putting in my pins right away. I usually try to keep the size of my greens inside 30-35 yards, although I tend to add some larger ones to allow for really adventurous putting. Where I put my pins is not really that important, as I am going to shape my green around them.
Because my green bunker needs some more smoothing anyway, I drop a shape where I want my green to be and flatten that to minimum. Next I delete that shape and optimize at the 3rd click:



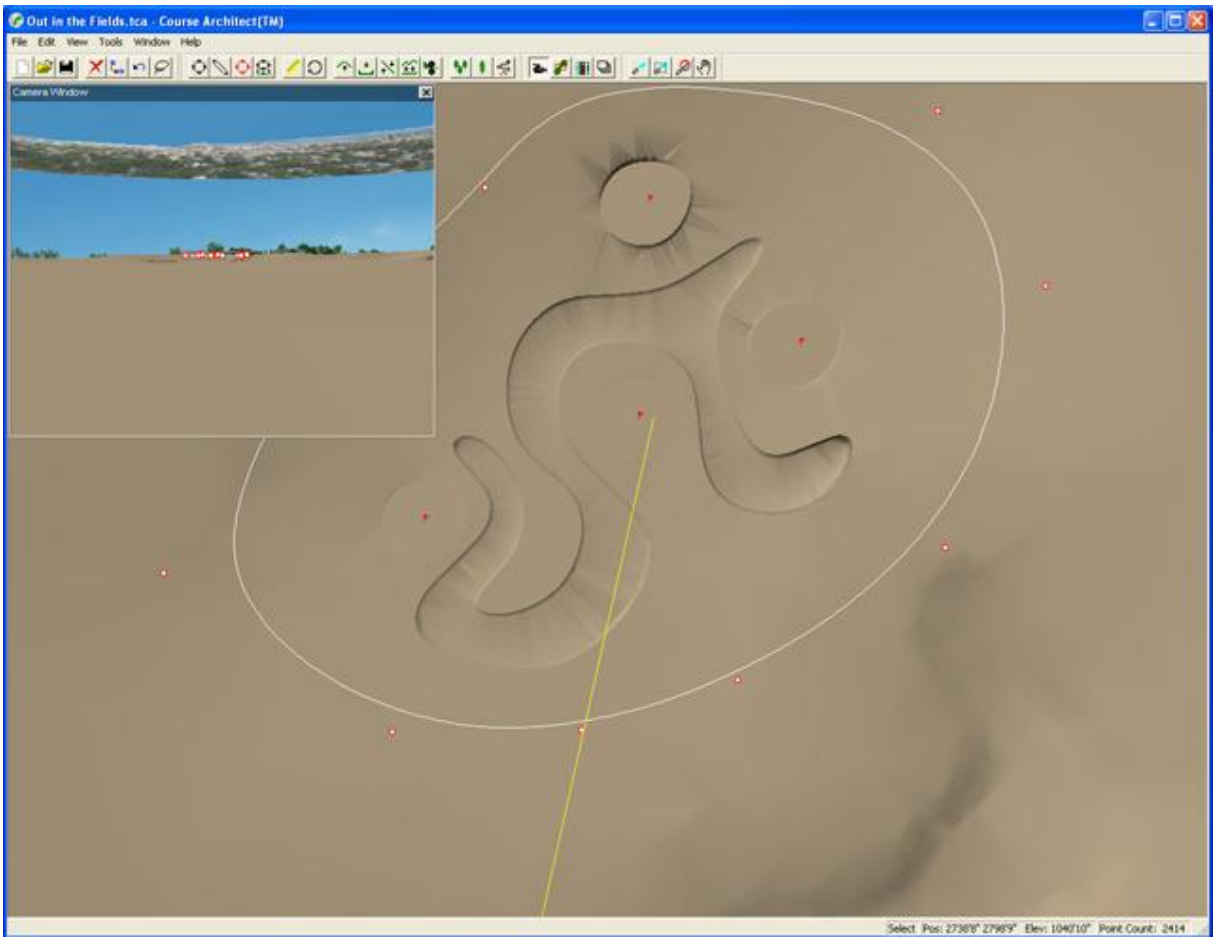
Now I draw a shape around green and bunker and start smoothing at the lowest setting. After about 25 clicks this is what I'm left with:



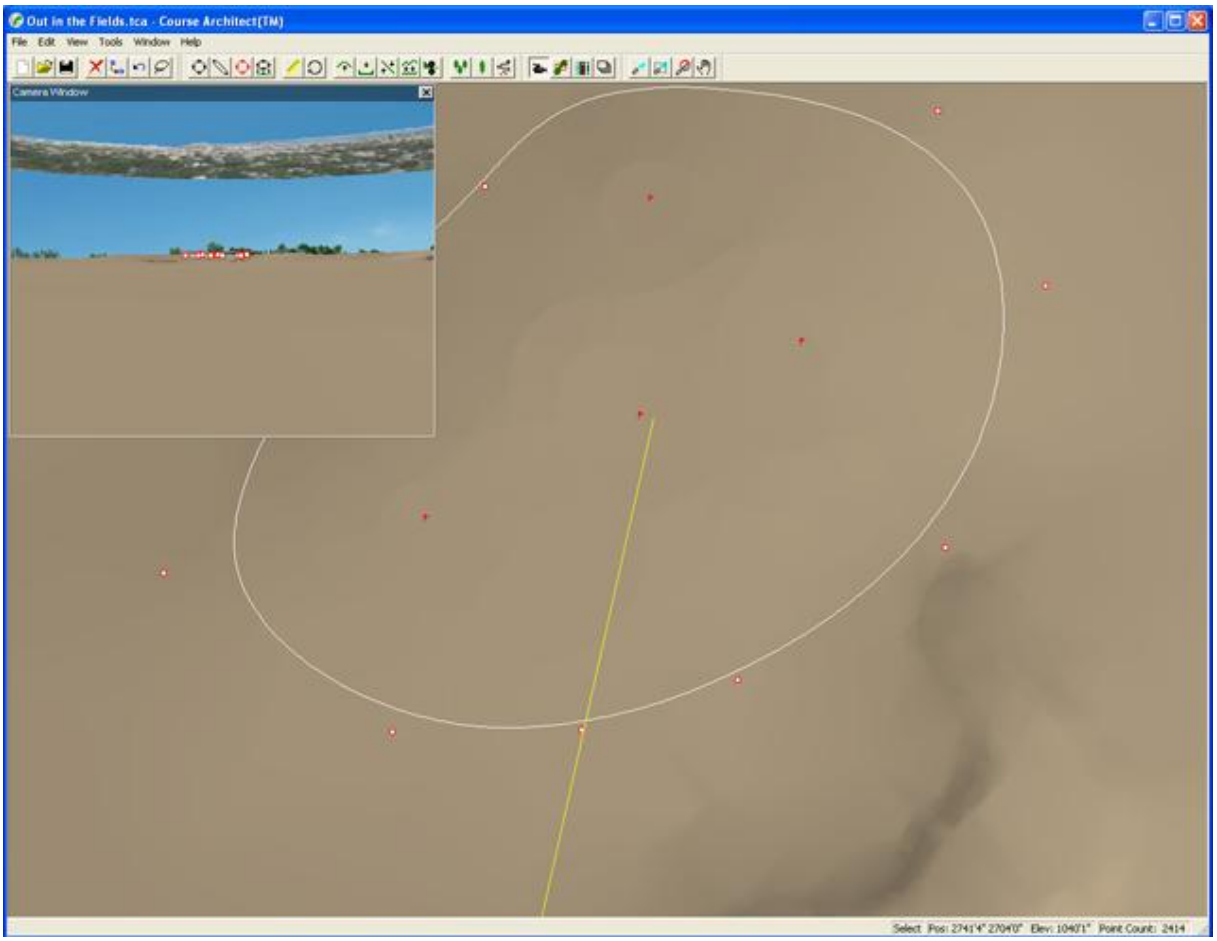
Now you might think that green site is pretty flat with all the flattening that I've done, but the smoothing brought back a lot of slope. As it is it slopes almost 3' from front to back and almost 2' from right to left. Although that is not really excessive for a 30+ yards greensite, it I left it like that balls would always roll away from the pins, so I have to do some work on my pin positions. I draw little buffer shapes around them (radius about 8-12') and flatten those to average height:



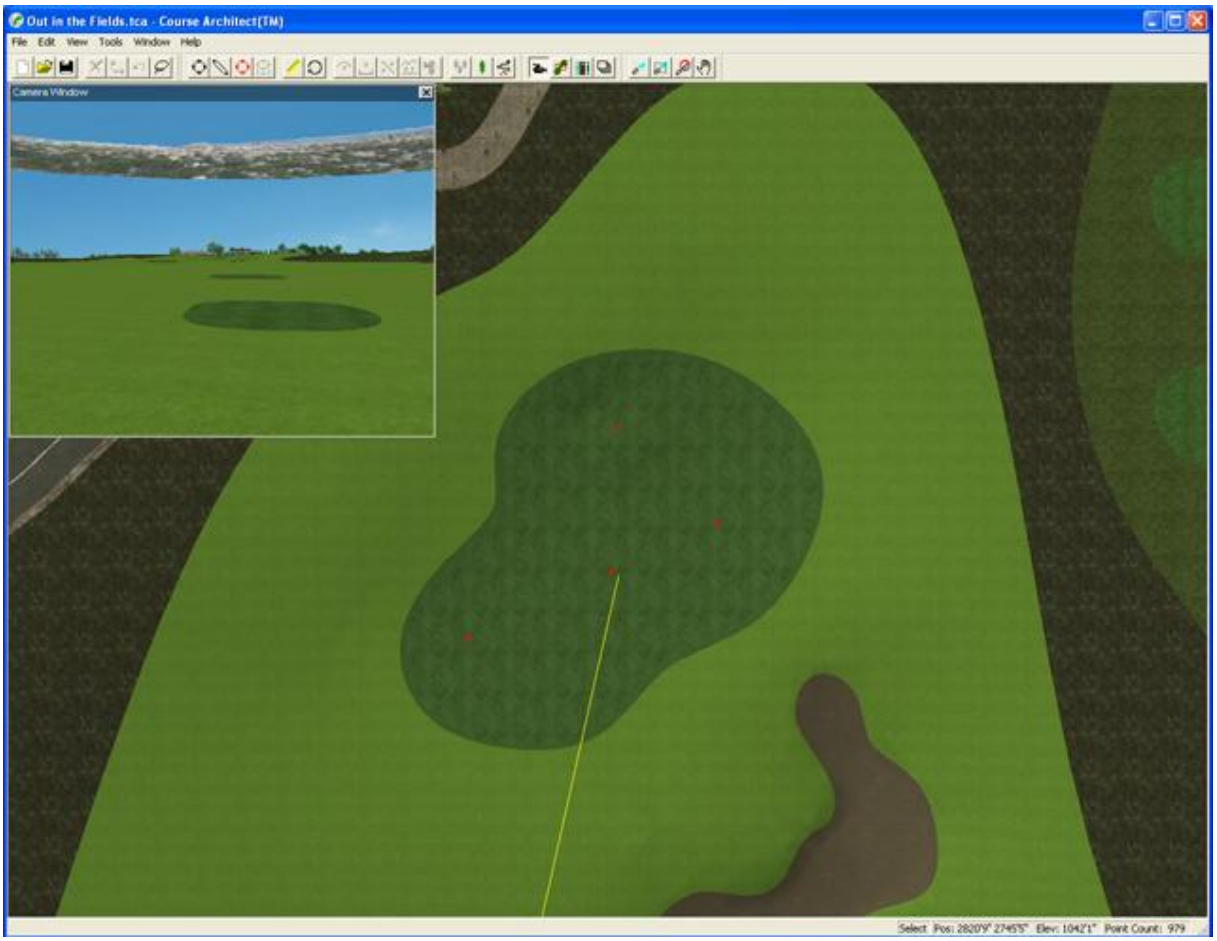
The three front pins are just about level, but the back pin has been raised by 16”. To create some more undulations on the green I draw an irregular, snakelike shape that runs between the pins, drop it, lower by 0.5’, deflate by 1’ and flatten to minimum. Afterwards I optimize all shapes at the lowest setting and draw another buffer shape around my green site. Select that shape, enlarge by 6’ or so and switch to modeling clay:



Next I start smoothing again at the lowest setting until al sharp edges are gone:



I have noticed that a lot of slope has returned to the back pin, so I select its little buffer shape again, increase by 1' and flatten to average. Then I enlarge the shape another 6' and smooth it again at the lowest setting. Next I delete up my green buffer shape 'with children' and optimize my main buffer at the lowest setting. I can now draw in my green and fringe shapes without too much fear of creasing along its edges. (Don't forget to run 'repair course' after every hole you finish!)
Here's how it looks in the CA:



And here is how the finished hole looks in the game. Of course I still have to add car paths and vegetation. The green might still need some tweaking, but that's what testing is for.