

How to make a bladed rough texture.

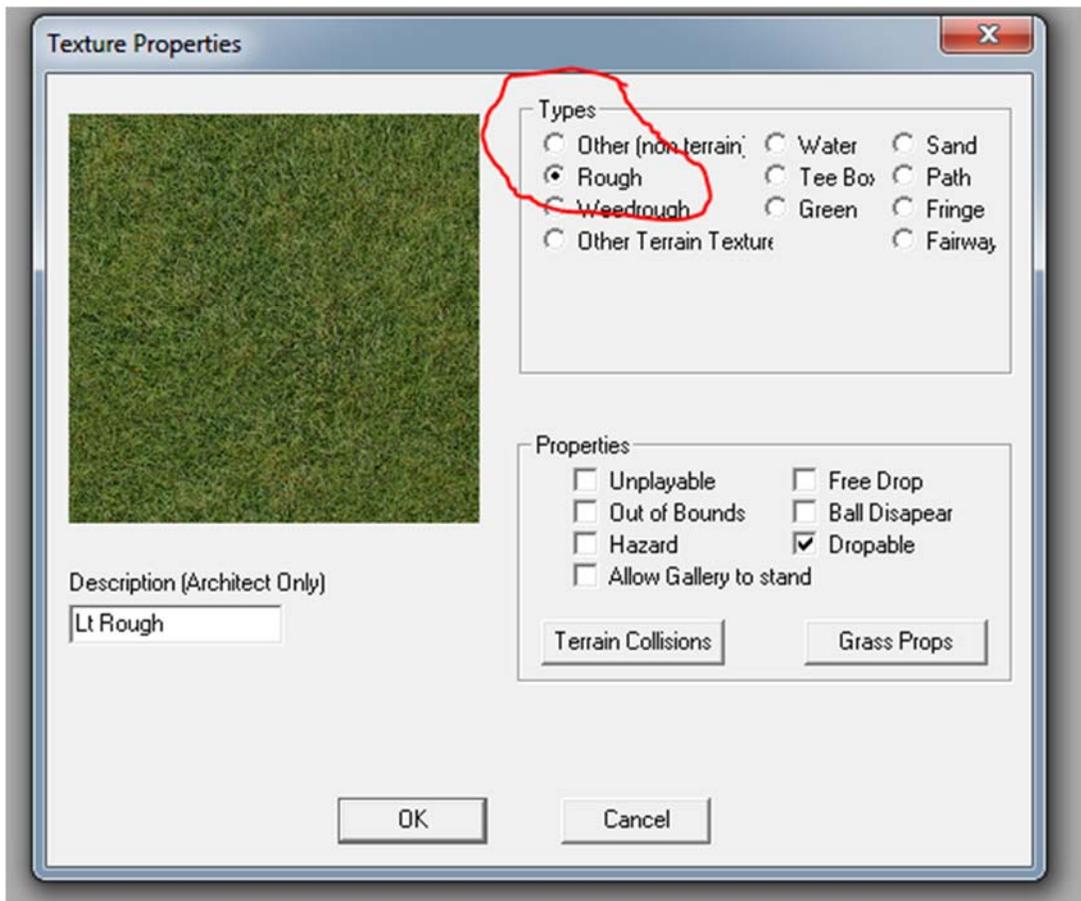
By Jimbo – CGX Design Team

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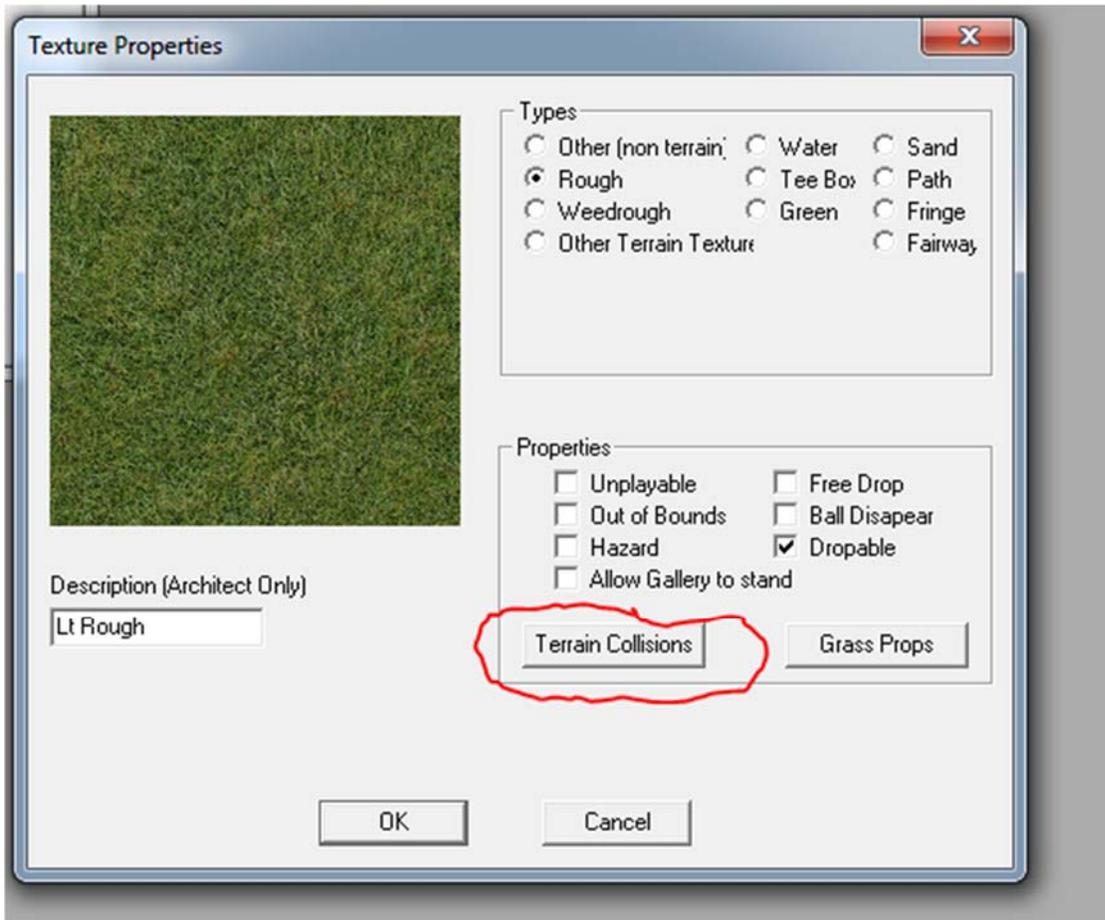
Choose the texture for the base of the rough that you have already loaded into the Library Creator



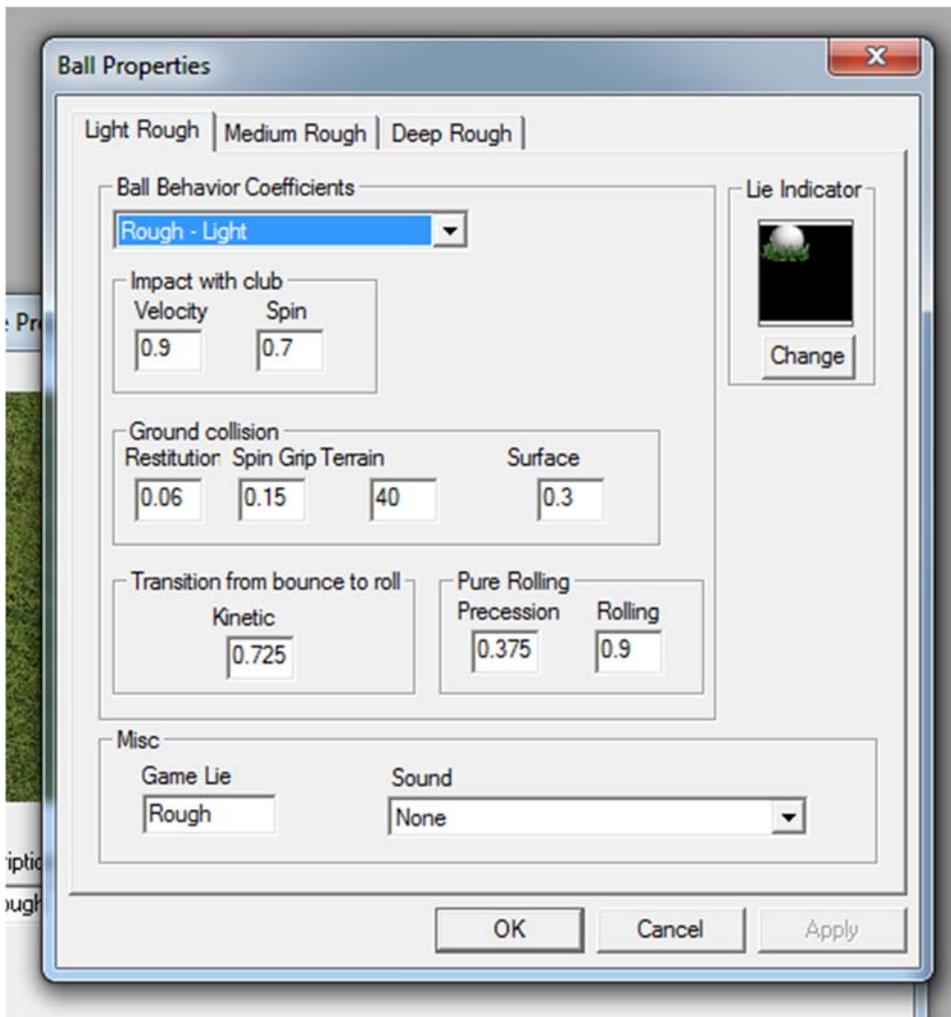
The one I circled is mine in the example. Double click it to bring up the properties tab



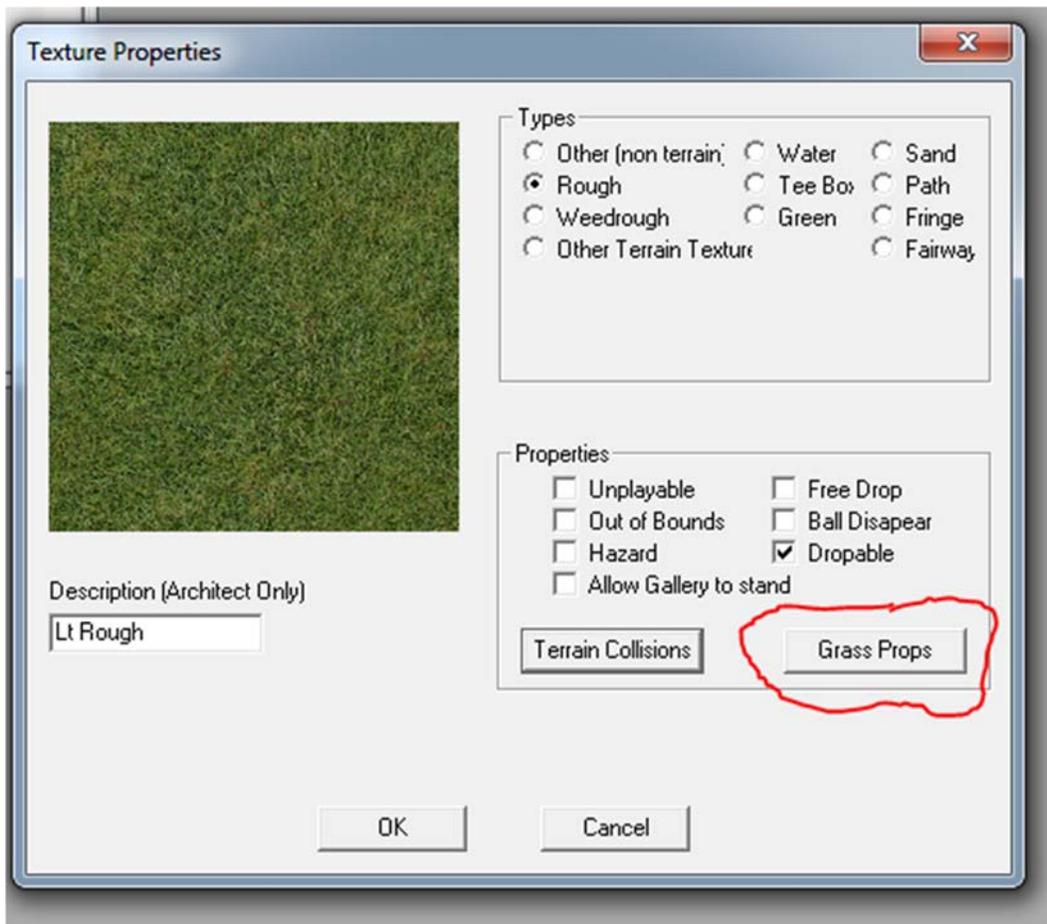
Choose rough or weedrough depending on your choice of type you are making. Click the Terrain Collisions Button. Set any of the properties below that you desire, but never choose Ball Disappear.



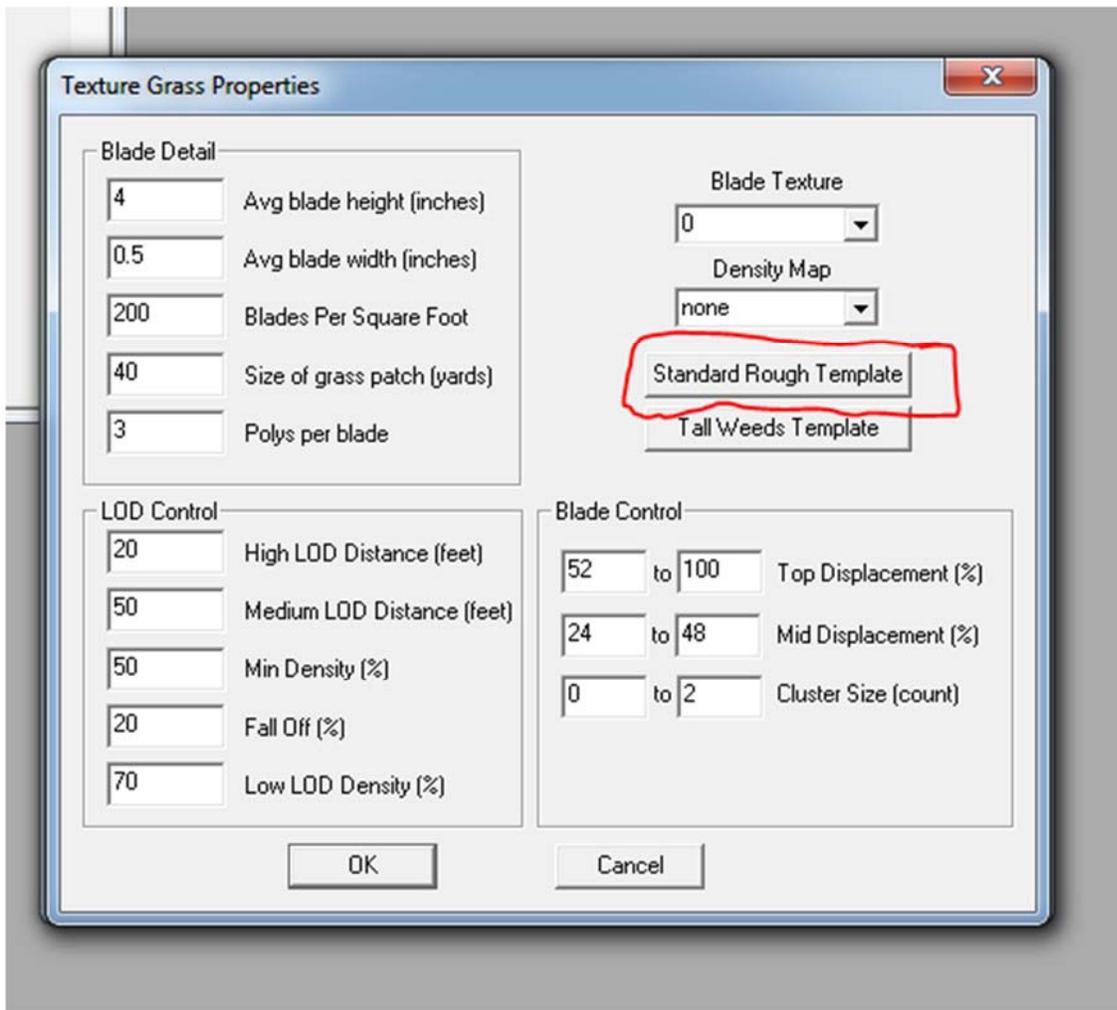
Then, for each rough type tab, choose the proper setting for Ball Behavior Coefficients.



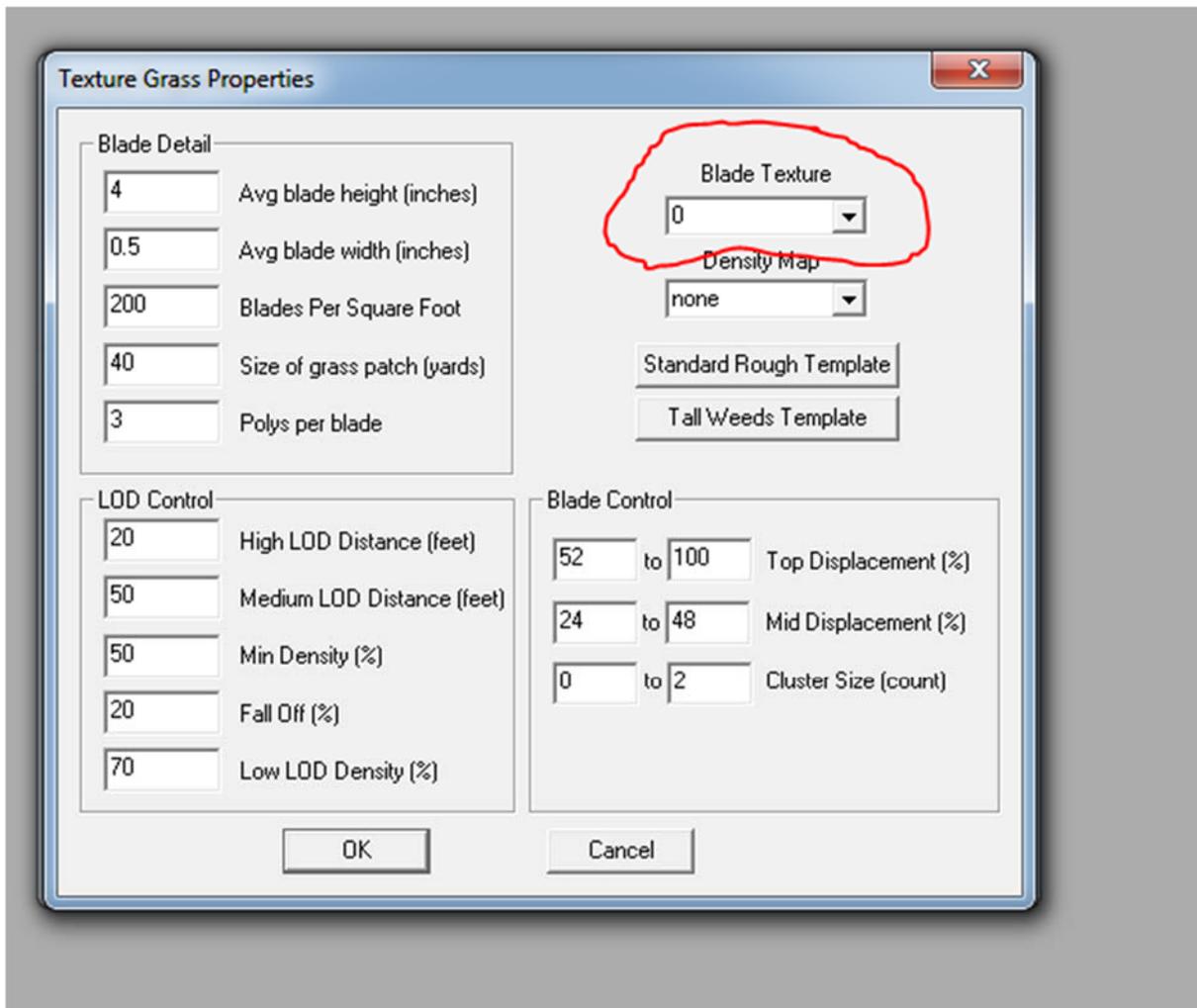
Click Ok when done with Terrain Collisions to go back to the main texture screen. Then click on Grass Props.



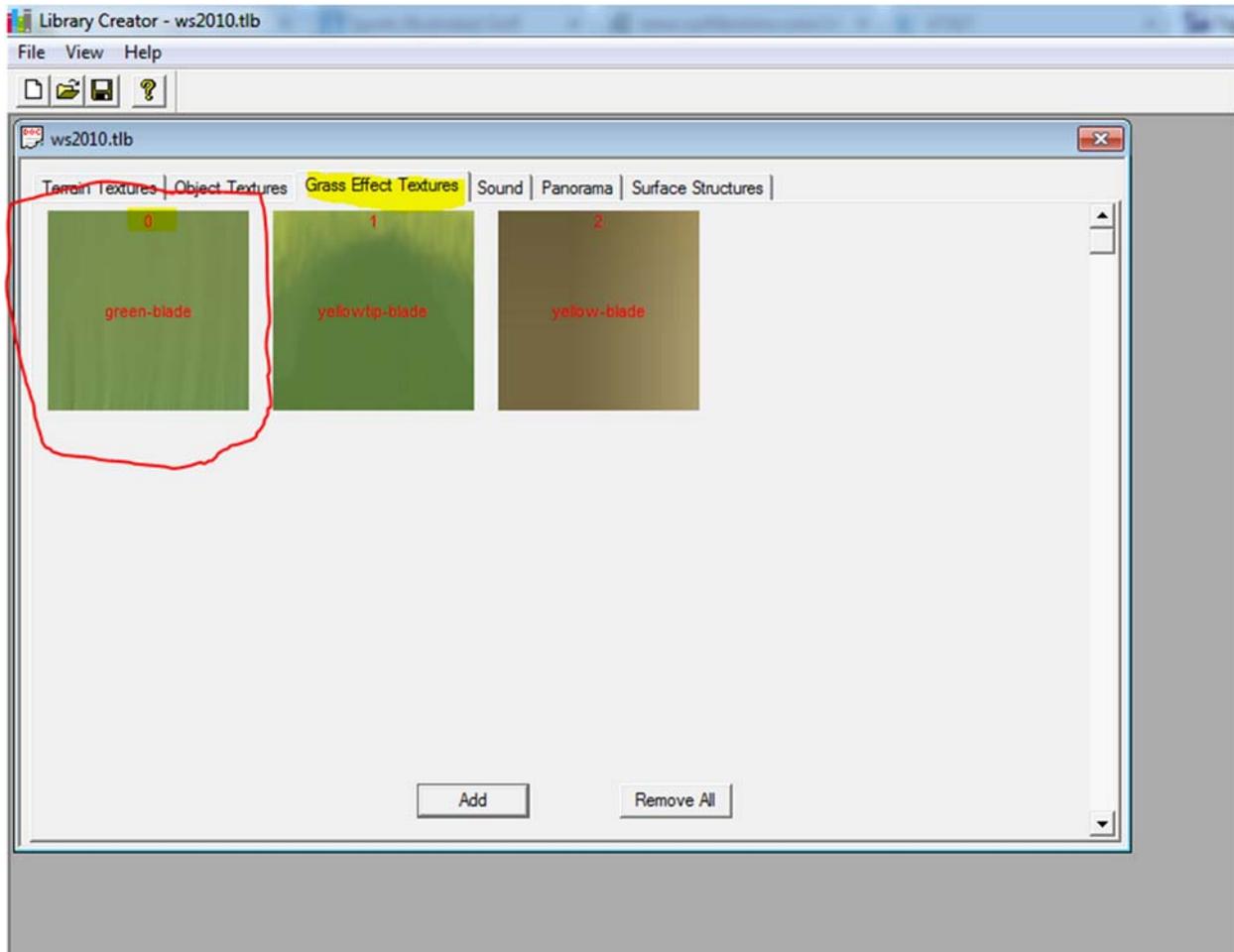
On this screen choose the button for the type of rough you are making either standard or weeds. This sets the appearance properties and how it is drawn.



Then select The blade texture number in the drop down. You will need to already have a previously added texture to the Grass Effects Tab.



The below screens show how to set the Grass Effects. The first is the example of the grass effect texture I am using. Notice the red 0 in the top center. This corresponds to the number in the blade texture choice on the Grass Properties Tab for the rough texture.



This next screen shows the setting for the “Other Terrain Texture” under the Types section. This is the only thing you need to set. You can choose Allow Gallery to Stand if you want that option. That is it. Go add to your course and marvel at your new bladed texture.

Texture Properties



Description (Architect Only)

green-bla

Types

- Other (non terrain)
- Rough
- Weedrough
- Other Terrain Texture
- Water
- Tee Box
- Green
- Sand
- Path
- Fringe
- Fairway

Properties

- Unplayable
- Out of Bounds
- Hazard
- Allow Gallery to stand
- Free Drop
- Ball Disappear
- Dropable

Terrain Collisions

Grass Props

OK

Cancel