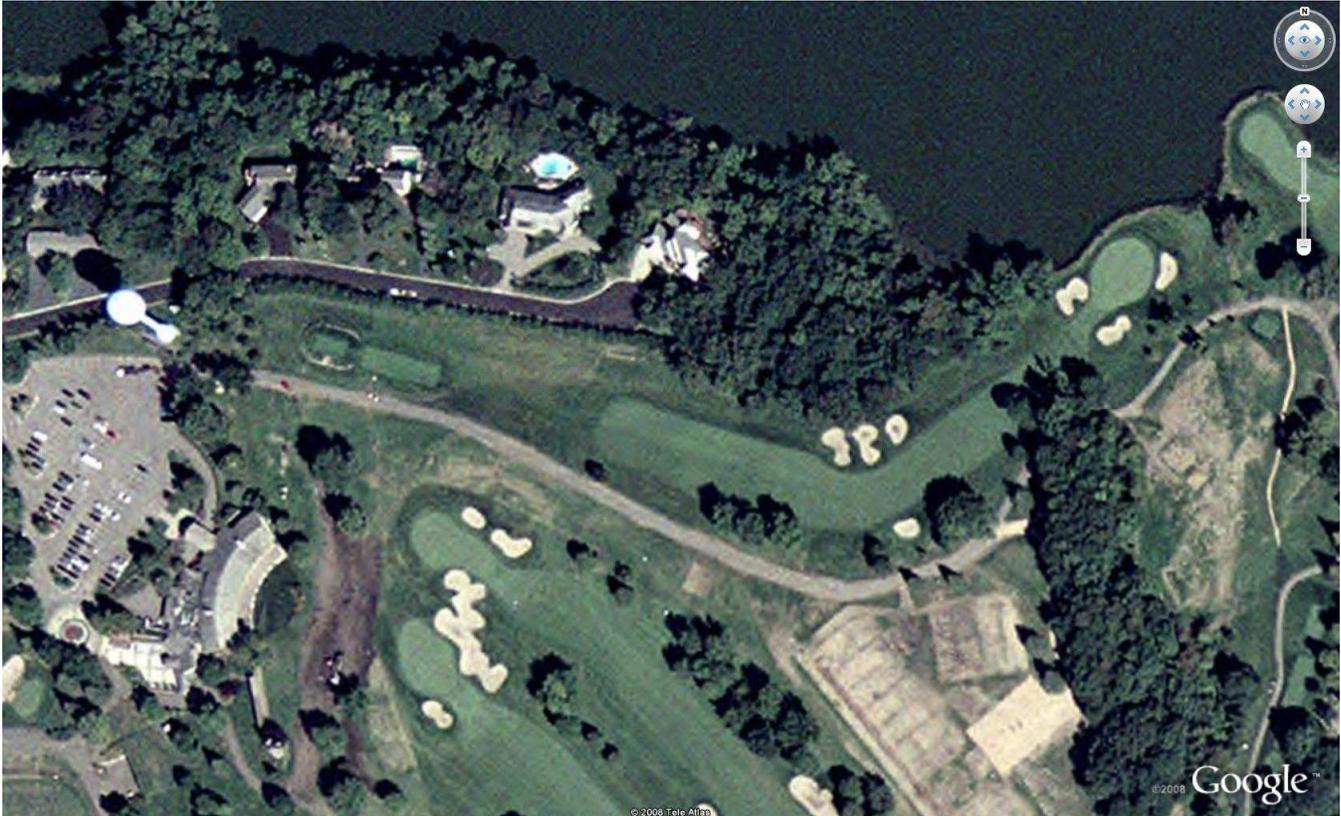
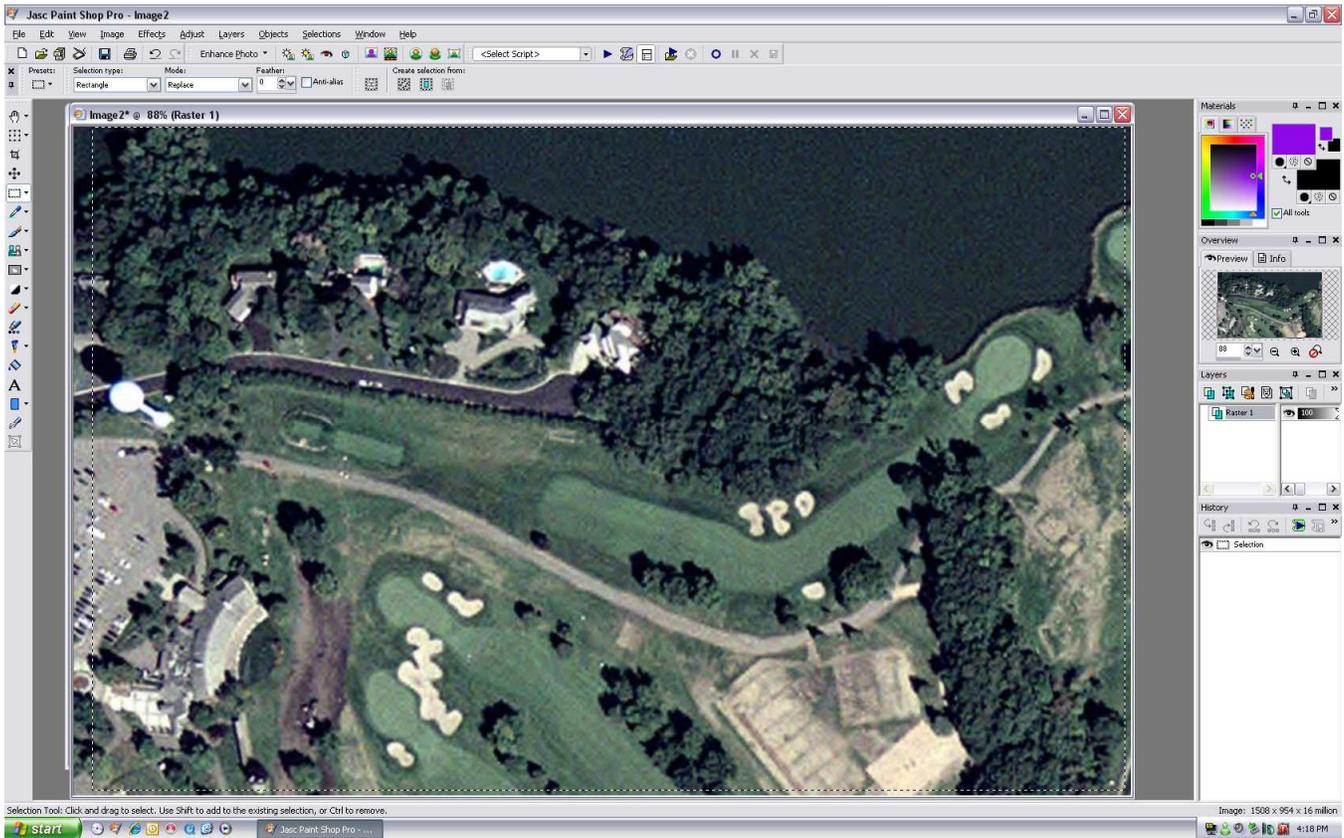

Using the Blueprint Tool for Real Course Designs

Created by Joseph Habiger

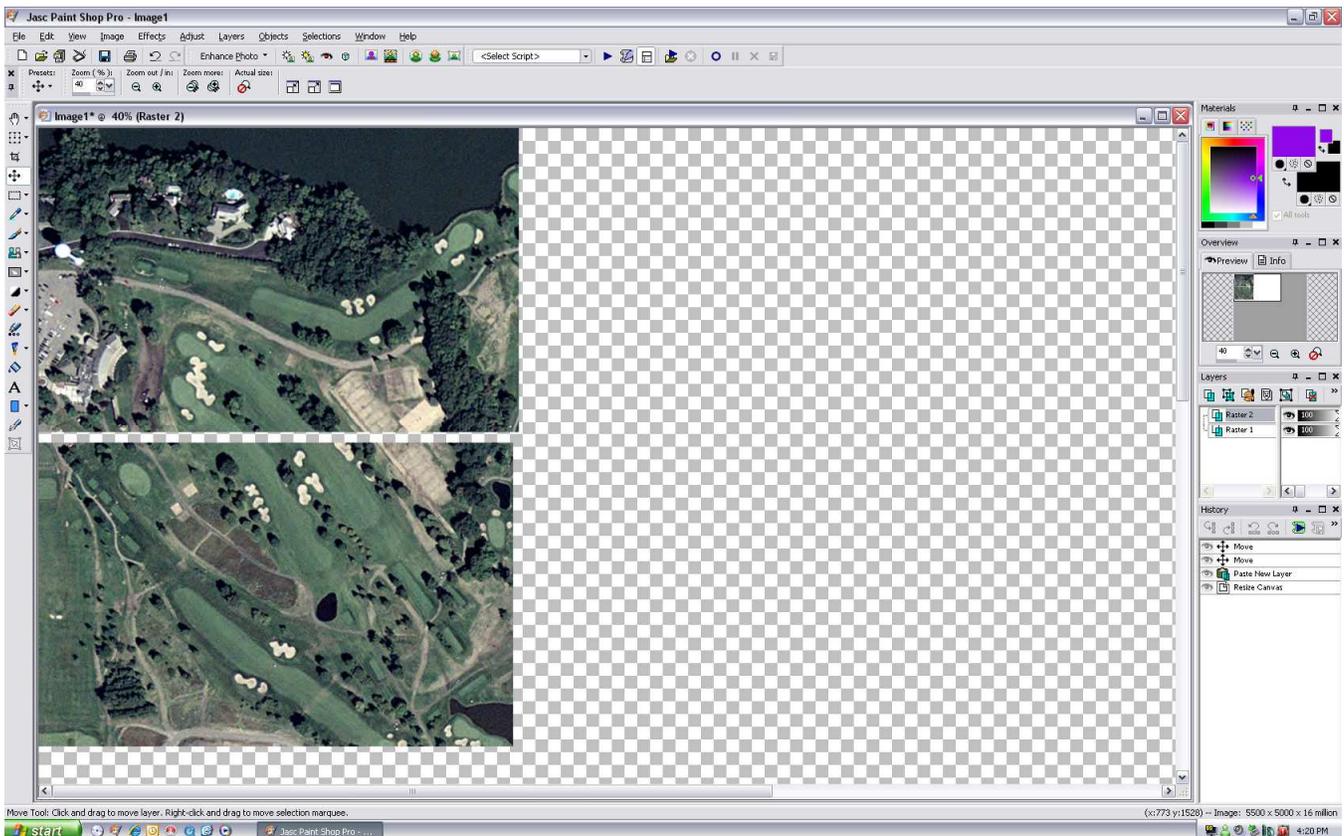
Using the blueprint Tool to create courses in the CPG2 Architect Program is pretty simple really; I will show you as much as I know and the way I use for designing a real course design. If I have forgotten anything in this tutorial I am sorry, as always if you have any question just ask in the forums.



First we start off by using an imagery website so we can acquire our overhead image to use in the blueprint tool. You can take a screenshot of the entire golf course but I prefer to get a lot closer to the ground because the bigger the overhead the better quality image you will have to work with. I start by taking screenshots starting usually at the top and working my way down and across and copying and pasting each new screenshot in Paintshop Pro (You can use Photoshop or another program as well) and then use the selection tool to square off a nice clean section to work with.



Selection tool used above to square off a clean section, I made a booboo and deleted my original screenshot so I had to use the clean one to show you the selection tool in use but in the screen shot in the beginning you could see the Google Earth name and navigation tools.



Now what I did above was take the original clean file and clicked on canvas and sized it so I had plenty of area to work with. I then used my second clean screenshot and pasted it **AS A NEW LAYER** and attempted to move it to the new location with the move tool in paintshop pro. These 2 screenshots are close but not perfect but I wanted to give you the general idea of what I am talking about so please excuse not being perfect on it. Keep talking plenty of screenshots moving from one end of the golf course to the other and keep pasting the clean images into your canvas you made and it should come out great. Take your time and try to get it as perfect as you can because an image moved over to far and not lined up correctly can make something not right like a bunker out of round or maybe you get the idea?



Now it's time to load up the game and go into the create screen. Once in there resize your plot so that you give yourself enough room to work with. I usually when starting a new golf course expand the default sized plot almost as big as my screen. I can always resize the plot later after I get my blueprint and course laid out. Yes if you have noticed I am using a different overhead then what I started with for the tutorial, that's all it was for was the tutorial. I am using a blueprint here of a golf course I already have laid out but will attempt it again for tutorial purposes. If you noticed in the top screenshot my plot is much bigger then the default size. I have also loaded up the overhead image I am working on and before I forget when you finally get done making your overhead image in your paint program save the image either as .jpg or .bmp. I believe other file formats can be used but I prefer the ones I talked about because there more common and I really don't care about the other formats used. The overhead image file needs to be placed in the **CustomPortal\Resources\Textures\Blueprints** folder.



Now with the overhead image layered onto the plot zoom into a hole that seems pretty darn straight, I selected this hole because it is going more crossways. I like to use one hole going one way across and one way going up or down because you can get WAY more accurate that way. If you only go one way it's pretty much a crap shoot as to if it's really set right on the plot. Ok back to the blueprint tool, ok for this hole above I take a look at the yardage for the hole, I know it is 171 yards from the back tees to the center of the green so I use the tape measure and measure out 171 yards and use that as a guide. It was way off so I had to use the offset and dimensions sliders to size it better, keep working with the sliders till the yardage is correct from tee to green. It's tough to tell you exactly what offset does or dimensions does, I'll just let you figure that one out as both of them work together to get the image where it needs to be. Find another hole going as much up or down as you can and follow the same steps as above but be careful because when moving the sliders you will move the offset and dimensions use in the other hole, it takes awhile to figure out but just take your time, keep checking yardages using the tape measure and eventually you will get it to fit almost perfect or very close. One thing I must stress though is to save your final numbers because at the moment the designer does not remember them so you'll have to redo the sliders again if you don't finish in one sitting but it is not that hard to move the sliders again but sometimes can be a pain having to use the fine adjustments (end arrow keys on either side of the slider). There's no such thing as perfection when trying to create a golf course so when designing the only thing you can do is try your best to make it look like it would look in real life. Do you best and if anyone criticizes your work tell them to build it themselves. ☺

HERE IS WHAT THE FINISHED PRODUCT LOOKS LIKE!

Tutorial purpose only, I forgot my numbers and it is not matched up perfectly.



ALL HOLES ROUTED AND BLUEPRINT SHOWN WITH LESS TRANSPARENCY.