Wildflower Terraces Design Readme

**UPDATE**

Wildflower Terraces has been substantially altered from the first submission to Links Corner. I’ve followed the forum off and on since 2003, but really only started investing time over the past couple years. I have toyed with several other courses over the years, but this is the first I’ve seen through to anything like completion. My debt of gratitude insists that I pay most humble respects and give credit where credit is due right up front.

Lez Marwick was enormously helpful in many corrections for the course, and his video tutorials are simply brilliant. I’m also indebted to Lez for the terrific textures he has graciously shared. Thank you!

Thanks to Paul Seaman for Alphas (side shout to Flaz), tutorials, textures, and a bit of inspiration from his classy course designs.

Many thanks to:

Lee Harris and Kent Perrins for their tutorials. Daniel for amazing Panos. Nature Songs for their sound libraries. All contributors of objects that I’m sure I’ve used and can’t for the life of me find the source. And not least, to so many on the Links Corner Designer Forums who have shared their know-how, anecdotes, and camaraderie.

And finally, resounding thanks to the many fine designers who have posted their courses and made me so want to do that, and to do so in such a way that I earn even a tidbit of their respect. So fun to be around so much talent willing to share.

Wildflower Terraces is a fictional course set in the west central mountains of my home state of Idaho. There is so much astounding beauty in so many untouched and unspoiled places here, that I wanted to pay tribute to my “neck of the woods”.

In my travels through Idaho mountains, I have hiked for hours through a forested area, only to suddenly come upon an open meadow strewn with a breathtaking array of wildflowers. I wanted to capture something of that with this course. I concede that it wouldn’t take a botanist to recognize that much of what I have planted on this course would not particularly qualify as a “wildflower”, but after a bit of effort photographing local flora appropriate to the name, and attempting to create course objects out of those photos, I realized my skill level would have to increase substantially before creating something worthy of putting in a course. So I resigned myself to using what I thought was a pretty useful library of flowers, trying for overall effect, not species specificity (I literally cannot say those two words together…).

But of course, flowers schmowers, this is about golf. I centered my course around a mountain lake, with its requisite rock screes, and shrub overgrown shores. And of course, this being a mountain course, I wanted plenty of elevation change, some of it dramatic. I actually toned it down somewhat from my original elevations. I had one Tee Box over 300 feet above the fairway!! The front nine circles the lake, while the back nine moves up into the terraces and canyons that spiral up from the lake. The holes start out quite easy, but gradually become more challenging, requiring more club and shot decisions. Some of this was planned, but much of it was me just learning more stuff from other courses I played and studied. And as I mentioned with the flowers, I had a lot of fun planting this course with a variety of wild grasses, bushes, and trees. Again the overall effect was what I was after, so I’m quite sure if you look hard enough you’ll probably see a tree or three and some grasses or shrubs that probably belong in the deep south or Australia, not especially Idaho. I ask you to indulge a course design rookie.

Things I’ll have to practice: I wanted to create a Pano from a real place in the Idaho mountains, but again, my skill level was inadequate. I’ll keep trying. My logo leaves a bit to be desired, but I have gotten better with my Photo editing software, and I’m sure the next one will be improved. I also think I have a better feel for texture usage and blending after this course, and I’m hoping my future courses will show a maturing in that area.

I would value very much your comments, critiques, and suggestions for improving my craft, both from a technical standpoint, and a golf playability perspective.

All the Best, and Enjoy!

Don Dutton