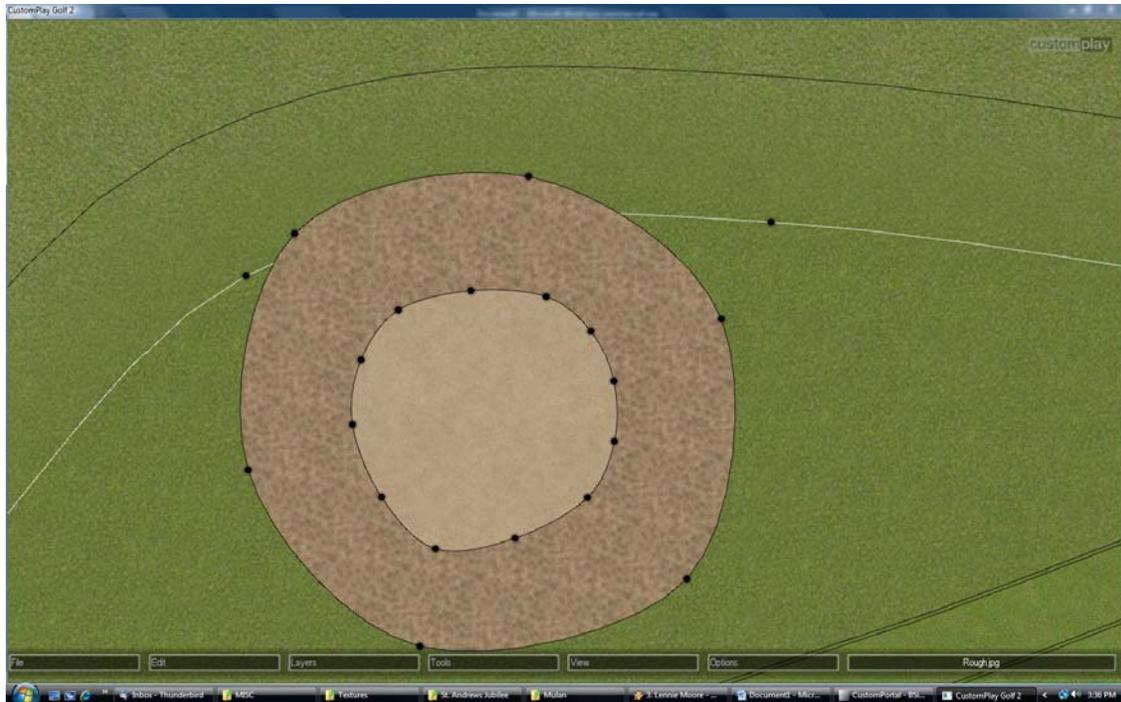


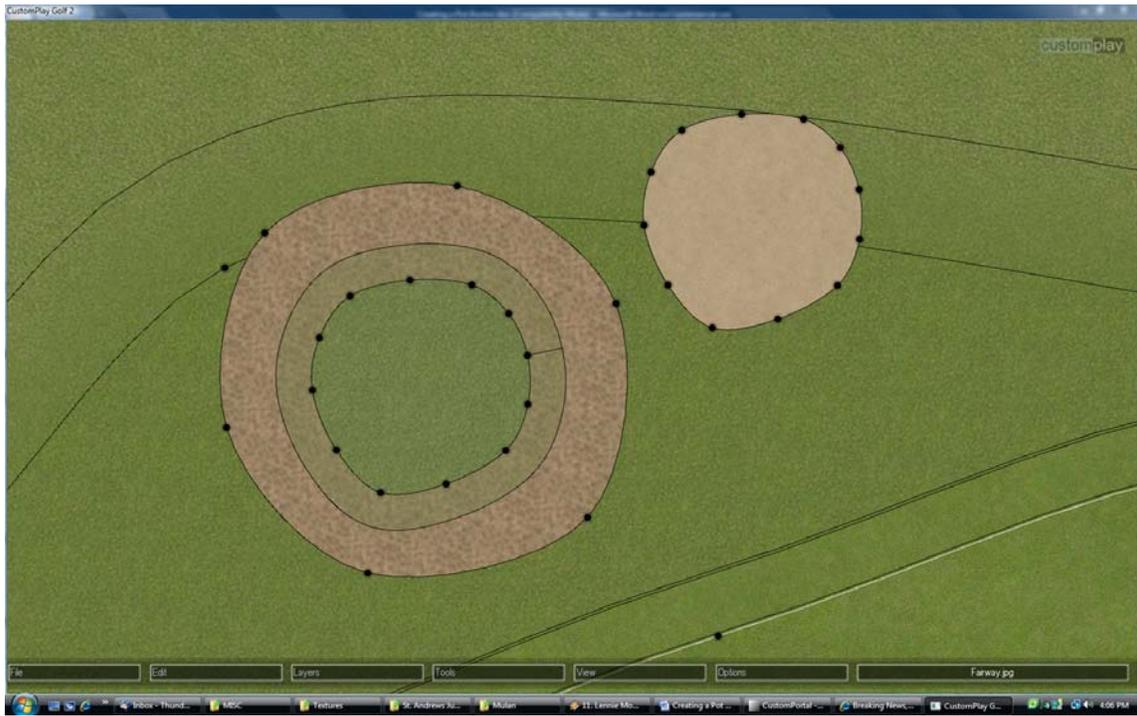
## Creating a Pot Bunker Sod Wall



1. Create a terrain shape with a dirt texture map around your bunker shape.
2. You will now want to make a copy of your bunker shape. You can paste the copy and move it off to the side.



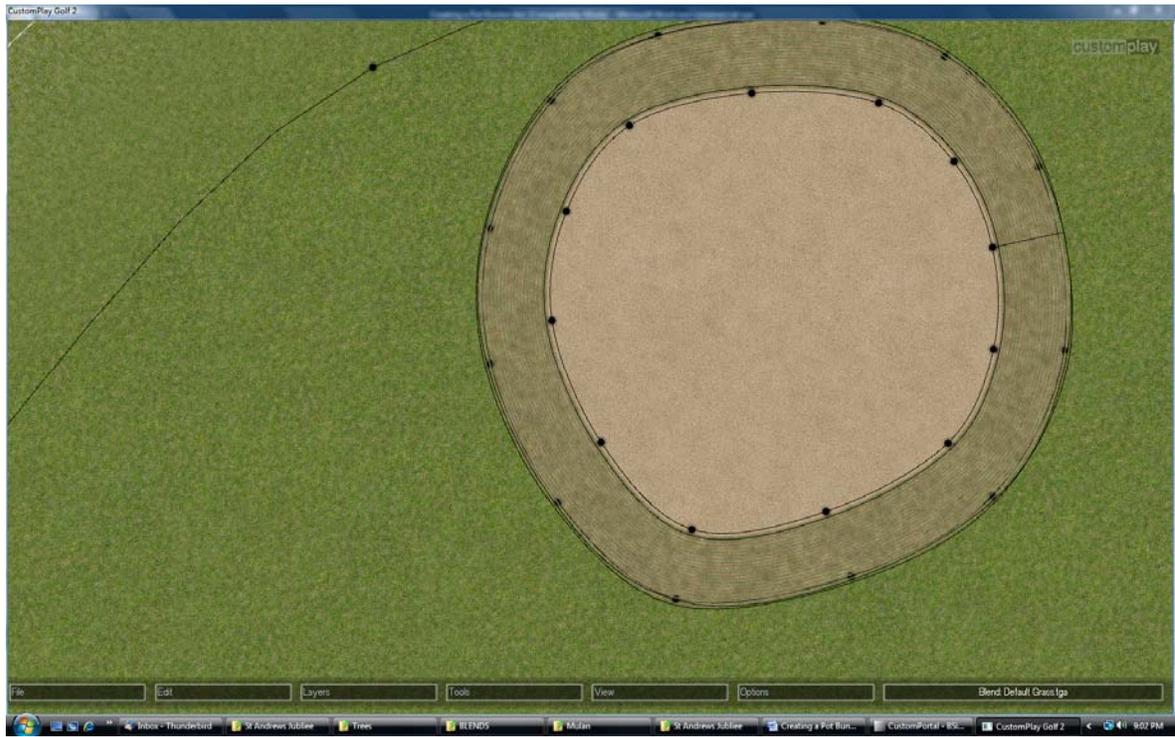
3. Change the terrain type for your original bunker shape to whatever grass texture you would like to use for the sod wall of your bunker.



4. Add a blend onto the grass bunker shape. Choose the **Sod Tall.tga** file I have included with this tutorial. For this example, I have made the blend width 0.58.
5. Select the large dirt shape and add a blend to it. I chose **BlendAlpha\_10.tga** with a blend width of 0.05.



6. Resize the dirt shape and bring in its control points so that it aligns with the sod wall blend.



7. Move your copied bunker shape so that it covers the grass shape in the center of your bunker's location.
8. Add a blend onto the bunker shape. I chose **BlendAlpha\_4.tga** with a blend width of 0.05.
9. The sod wall is completed except for any elevation work.