

Abernathy Park

Created by Steve Opfer with the Beta version of PGA99, Abernathy Park was included as an architect file on the PGA99 and 2000 CD's. However Sierra did not include a compiled course for the game so many owners have never seen or played this course. I decided to do something about it and bring this course to the players to get the recognition it deserves.

I contacted Steve and asked him if he would consider updating the course using his textures and objects. He said no but I could do it if I wanted, and generously suggested that I call it a co-design when it was released. This version is released with the permission, endorsement, and approval of the original course designer.

The design philosophy is simple, to produce a version of the course that would have existed if Steve could have used his own textures and objects. I wanted it to be recognized as an Opfer course by anyone who played it.

All the textures except the path come from the Opfer3 Library. I made my own path texture to allow the use of the 3D concrete slabs for the crossing of shape lines and connection of multiple paths.

All the 2D objects are from Steve's Parkland and Gloucester libraries except the ball washers.

The alterations I made to the course are adding another cut of rough and extending both rough cuts to the teeboxes. Steve used some very severe ball characteristics for the weed rough and I felt the course needed another rough shape for playability. Bunker lips and color cuts were added. I changed the lined fairways to the fairway trim texture and added the lined fairway inside it. I added a parking lot, starter shack, and repositioned the driving range.

Playing area elevations were not changed on the whole but some areas were flattened to accommodate the 3D slabs on the paths. Some areas were smoothed during the point

reduction process but the course was not significantly changed by dropping the point total from 370K to 196K for the finished conversion. There are some flaws in the course, some sections had mesh problems and there was nothing I could do about it. They are minor and most people who are not designers will never see them.

So here it is, Abernathy Park, one of the first three courses designed for PGA Championship Golf with the course architect. I think it is also one of the games best courses. I hope you enjoy playing it as much as I did during the conversion. For the designers it might be worth compiling the original course and comparing it to the renovation.