

PARVISION — GOLF SIMULATOR STUDIO PLANNING GUIDE



A **golf simulator** can function in a space — and still fail to deliver the experience you expect.

START WITH THE SPACE

Indoor golf simulators do not begin with equipment.
They begin with the space.

Ceiling height, width, depth, lighting, and layout all affect how a simulator performs.
Just as important is how you plan to use it.

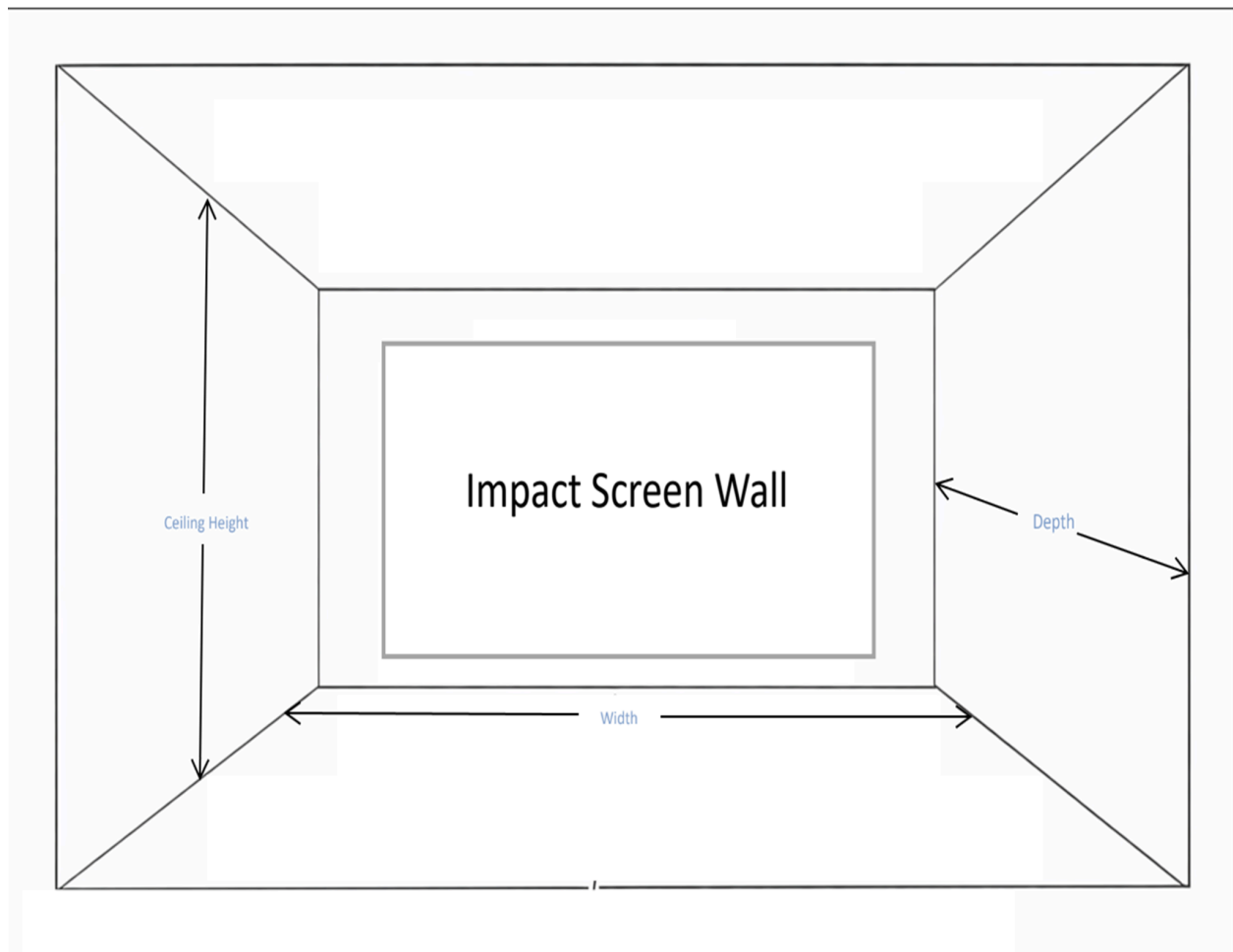
Understanding your space first helps avoid problems later.

WHAT YOU WILL NEED

- Tape measure
 - A golf club (driver recommended)
 - A phone or notepad to record measurements
-

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UNDERSTANDING YOUR SPACE



These measurements help shape how the simulator fits and performs in your space.

Your space has three main dimensions:

- Ceiling height
- Width
- Depth

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These define what your Golf Simulator can realistically support.

Measure carefully. Small differences can affect how the system fits and performs.

PERFORMANCE EXPECTATIONS

Before measuring everything, think about how you plan to use the simulator.

Some setups are used occasionally for entertainment.
Others are used regularly for practice or improvement.

The more performance you expect, the more your space matters.

CEILING HEIGHT

Measure the maximum ceiling height in your hitting area.

Height: _____

Ceiling height affects how comfortably you can swing the club.

If the ceiling is too low, your swing may feel restricted—even if the simulator fits.

Questions to consider:

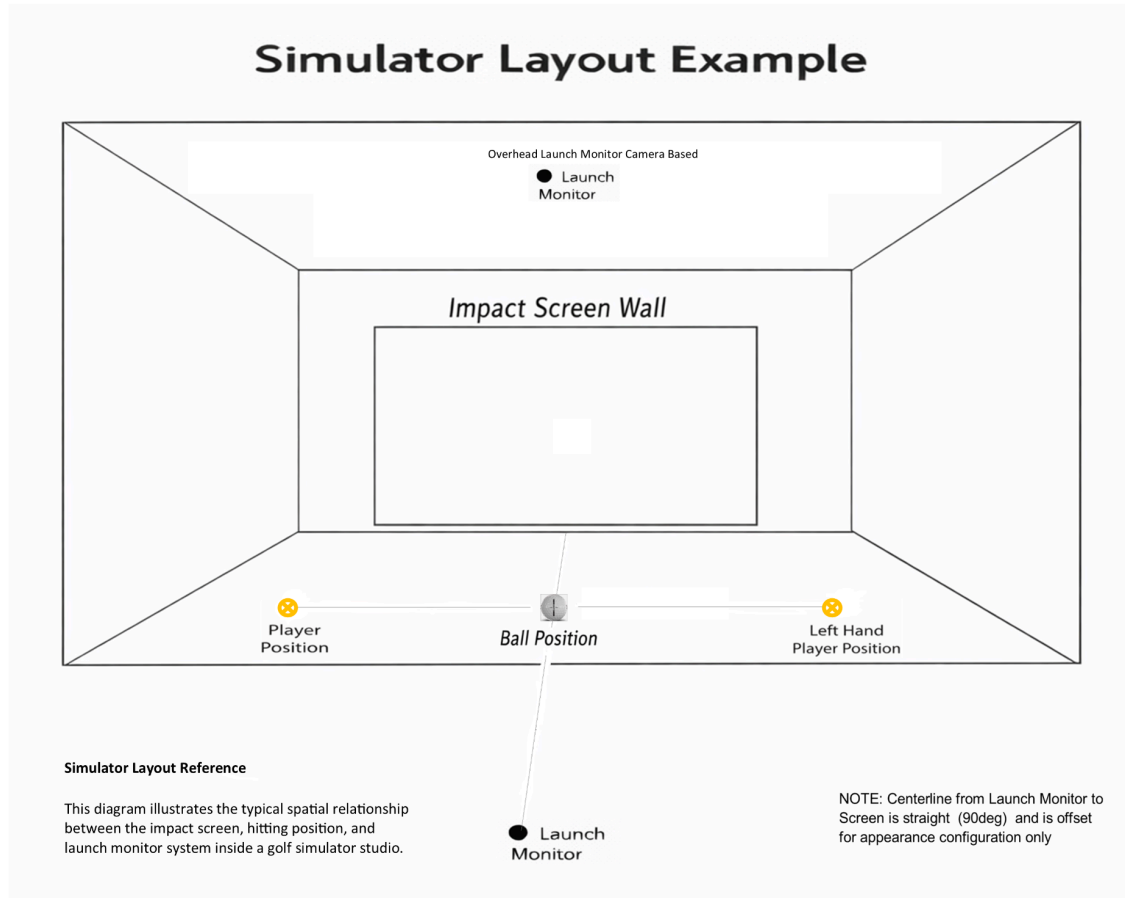
- Can you swing a driver comfortably?
 - Is the height consistent across the hitting area?
 - Are there lights, beams, or obstructions?
-

DEPTH

Measure the total depth from the screen wall to the back of the space.

Depth: _____

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Depth determines how the ball travels and how much room you have to move.

It also affects how far you stand from the screen and how the system is positioned.

Shallow spaces can still work, but they often require compromises in setup or performance.

Questions to consider:

- Is there enough room for both the hitting position and movement?
 - Will your system require space behind the golfer?
 - Is there enough room for a full follow-through?
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WIDTH

Measure the usable width of the hitting area.

Width: _____

Width affects how comfortably different players can use the space.

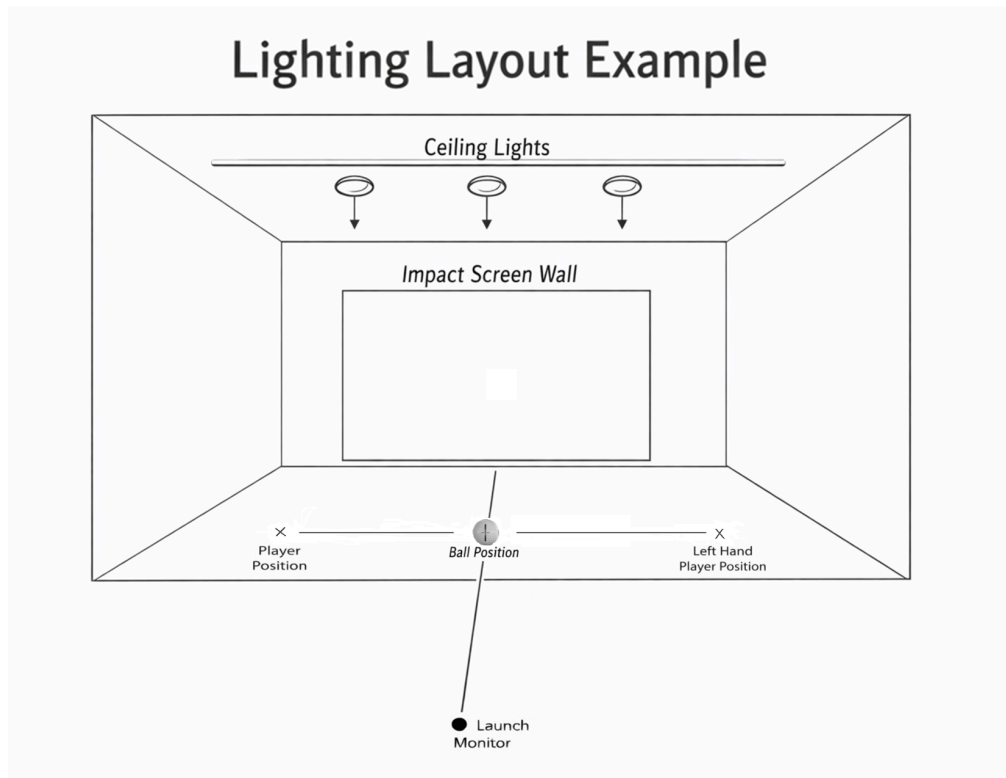
Narrow spaces may limit swing freedom or restrict left- and right-handed use.

Questions to consider:

- Can both left- and right-handed players swing comfortably?
 - Is there enough space between walls and the hitting area?
 - Will you need side protection or netting?
-

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LIGHTING



Lighting affects both how the screen looks and how the system tracks the ball.

Poor lighting can create glare or reduce tracking accuracy.

Questions to consider:

- Can you control natural light?
 - Are there windows in front of the hitting area?
 - Are overhead lights positioned above or near the hitting area?
-

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ACOUSTICS

Simulator setups create sound from both the club and the ball.

Hard surfaces can reflect sound and make the space louder than expected.

Questions to consider:

- Will sound travel into other areas of the home?
 - Are there hard or reflective surfaces nearby?
 - Would sound-absorbing materials help?
-

PERFORMANCE EXPECTATIONS (WORKSHEET)

Think about how you plan to use the simulator.

The same space may work well for entertainment but feel limited for practice or training.

Questions to consider:

- Will you use it mostly for entertainment or practice?
- Will multiple people use the space regularly?
- How important is accuracy and consistency?

Notes: _____

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WHAT YOUR SPACE CAN SUPPORT

Every space has limits.

Those limits affect:

- what type of system will work
- how it needs to be set up
- what kind of experience you will get

Even small limitations can change the outcome.

STUDIO PLANNING REVIEW

Once you complete this guide, you may want additional help evaluating your space.

ParVision Studio provides structured planning reviews to determine what your Golf Simulator Space can realistically support before equipment is selected.

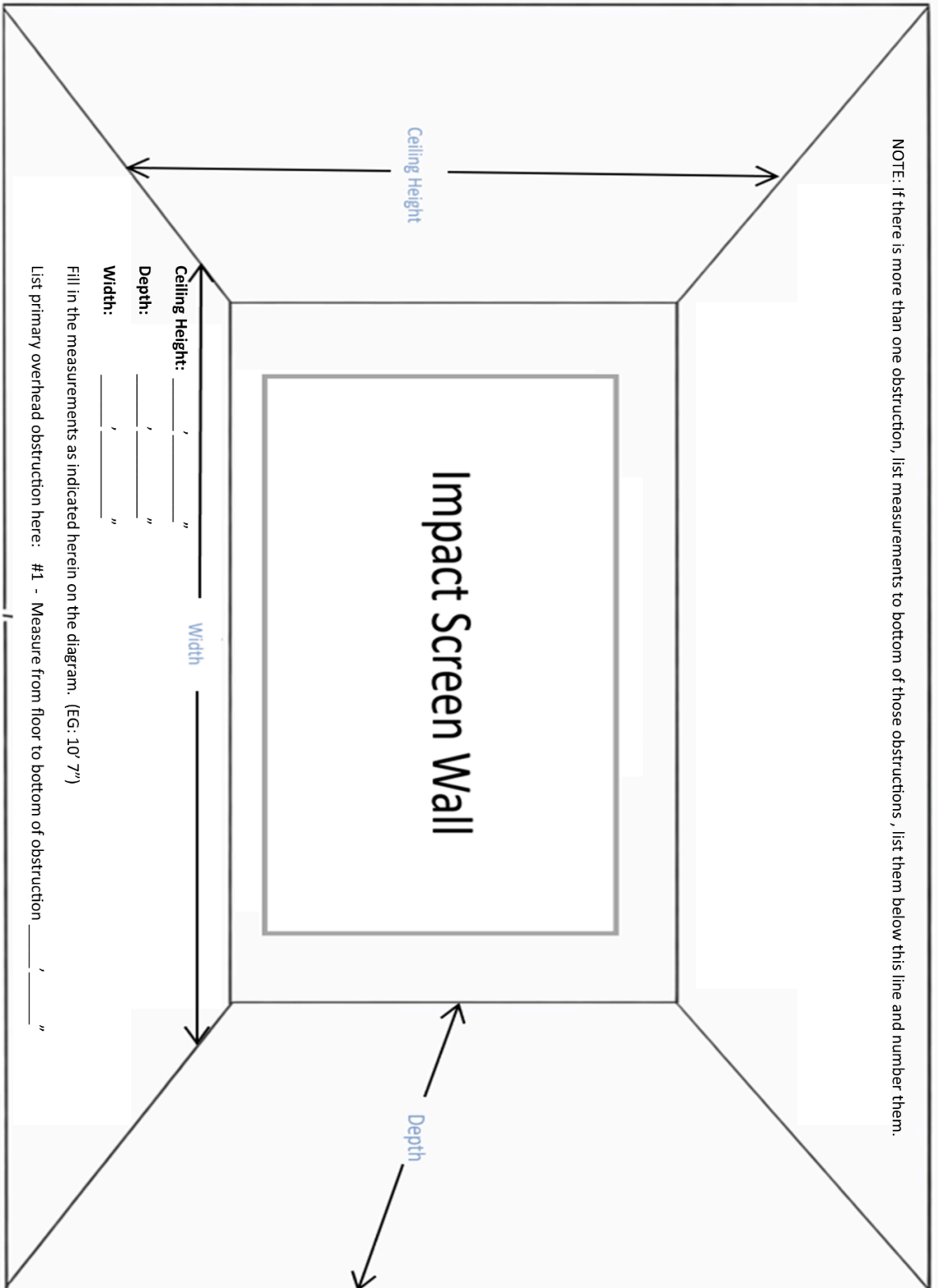
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NOTE: If there is more than one obstruction, list measurements to bottom of those obstructions, list them below this line and number them.

Impact Screen Wall

Ceiling Height

Depth

Width

Ceiling Height: ___ ' ___ "

Depth: ___ ' ___ "

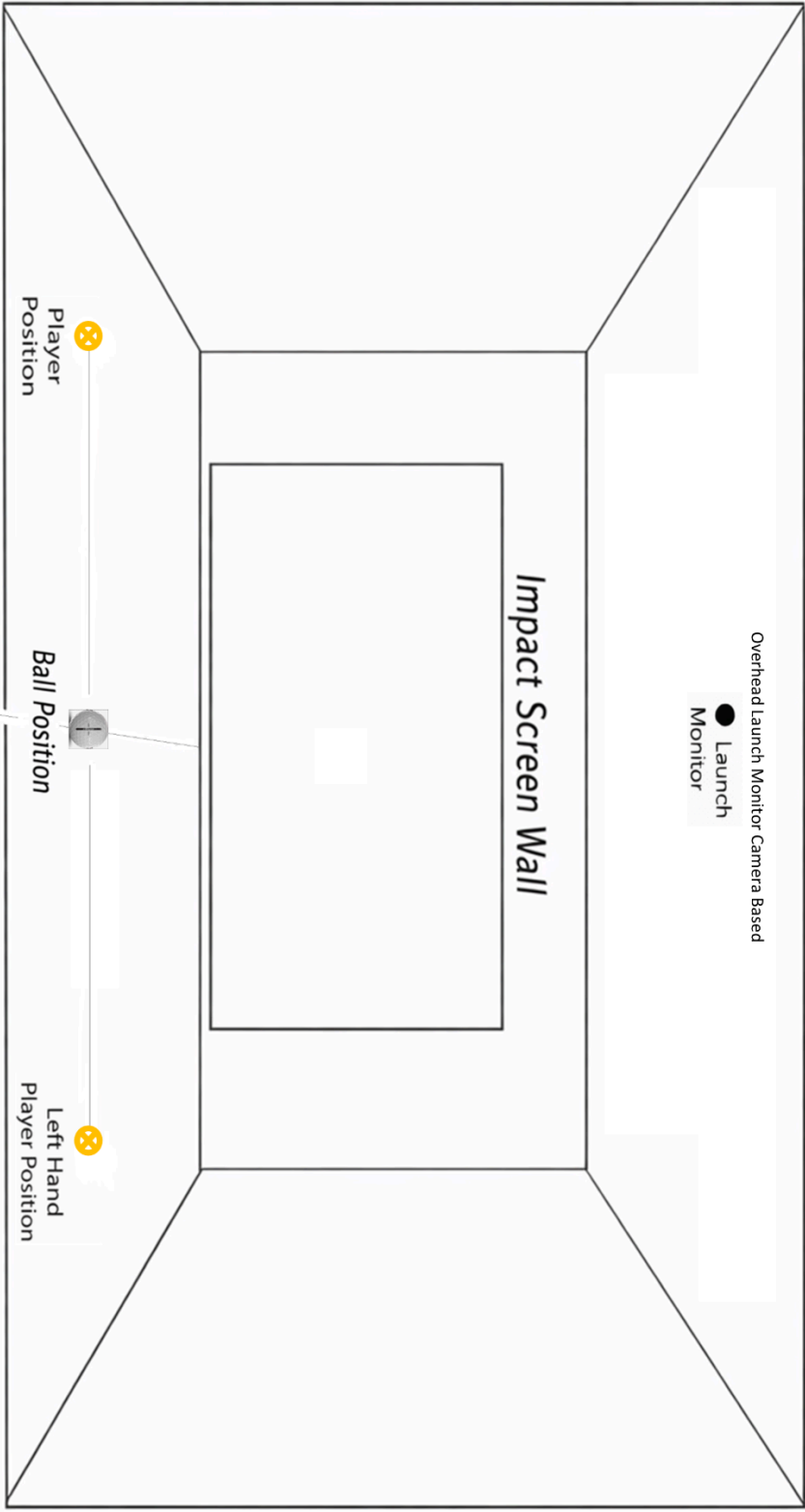
Width: ___ ' ___ "

Fill in the measurements as indicated herein on the diagram. (EG: 10' 7")

List primary overhead obstruction here: #1 - Measure from floor to bottom of obstruction ___ ' ___ "

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Simulator Layout Example



Simulator Layout Reference

This diagram illustrates the typical spatial relationship between the impact screen, hitting position, and launch monitor system inside a golf simulator studio.

● Launch Monitor

NOTE: Centerline from Launch Monitor to Screen is straight (90deg) and is offset for appearance configuration only

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Lighting Layout Example

