

Lake Louise 2.0

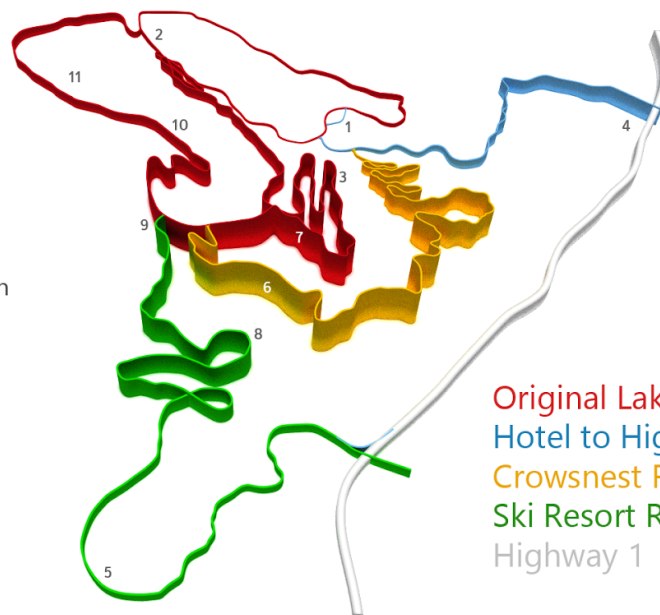
A Canadian mountain epic for Assetto Corsa

Features

- 50 km of undulating and exciting roads, from single-lane bumpy mountain paths to four-lane wide highways
- High definition road surfaces for amazing force feedback
- Varied road surfaces for different driving feel
- 12 layouts for AI racing, multiplayer cruising, or uphill/downhill drifting
- Bravery testing jumps and breathtaking views
- Reverb and echo sound effects

Points of interest

1. Chateau Lake Louise Hotel
2. Lake side loop short cut
3. Tea house view point
4. Tim Hortons and fuel station
5. Curved suspension bridge
6. Triple jump
7. Rough cliff side road
8. Quad apex left corner
9. Ski resort
10. Avalanche Tunnel
11. Downhill valley jump



Original Lake Louise Loop
Hotel to Highway Road
Crowsnest Road
Ski Resort Road
Highway 1

Layouts:

1. Original Lake Louise Loop (forward and reverse) - 23 km
2. Lake side loop (forward and reverse) - 8 km
3. West downhill drift - 8 km
4. Crowsnest loop (forward and reverse) - 21 km* (Red and Orange sections)
5. Highway loop - 30 km* (Red, Blue, White and Green sections)
6. Multiplayer free roam - any direction, 23 or 50 km*
7. Crowsnest hill climb/downhill - 8 km*
8. Grand loop - 50km* (all roads)

*In "Donate whatever amount you like" version

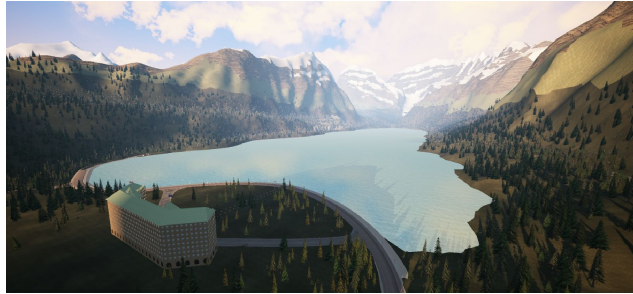
[Donate via paypal](#), buy me a beer, and download the extended track at <http://download.racelakelouise.com> with your paypal email address

Original Lake Louise Loop



Drive around the lake and wind your way around challenging hairpins and hills, avalanche tunnels, and jumps. Race or drift downhill in the new West downhill layout!

Lake Side loop



Go for a quick race or cruise on this 8 km loop around the beautiful Lake Louise in either direction

If you enjoyed the free 23 km loop and want to support my efforts in making Lake Louise even better, donate whatever amount you like and gain access to an additional 27 km of roads, featuring:

Crowsnest road



Keep your hands on the wheel for this one lane twisty mountain road full of hairpins and bumps. Conquer the difficult triple jump on the most intense drive of your life!

Highway and Ski Resort road



Blast your way through four lane highways and swerving windy roads. Drive by the famous Canadian donut shop, Tim Hortons, on your way to the ski resort. It's the best road out there to stretch the legs of your supercar collection.

Features coming soon:

AI lines for Crowsnest/Highway/Grand loops
Camera files for all layouts
Support for Time trial mode
Landscape textures are still work in progress and will be updated
More objects and tweaks to come!

How this road came to be:

The Lake Louise road is based loosely on the real Lake Louise in Banff National Park, Alberta, Canada. It is a hybrid between the Nordschleife and a hill climb track. There are many fast and dangerous sections, with little place to take a breather. It is a road, not a race track, so the course is calibrated specifically for a road car.

The design philosophy of the Lake Louise road centers on flow, speed, and danger. If you like driving fast, feeling undulations on the tarmac, and pushing the limit of grip even on the straight sections, you'll enjoy this road. The road surface has been carefully modeled to mimic the vibrations and textures of a real road, giving you great feedback through a force feedback wheel. You and your car will catch air, slide through hairpins, ride the camber from bend to bend and conquer the mountain. The best part? It's a loop road so you can do it all over again!

This road is designed like a real Canadian road - with the correct road and shoulder widths. In Canada, snow plows clear the roads in wintertime. Therefore there are no cats eye reflectors on the road. The road shoulders are also slanted downwards substantially to keep snowmelt off the road. The road conditions are not smooth like a race track; instead, you'll encounter potholes and realistically paved asphalt. Because this road is located in snowy mountain regions, there are many frost heaves and bumps. If you're driving a hardcore racing car, you can improve your experience by softening up the suspension (a lot).

The free version of this road is 23 km long. The extended length Highway and Crowsnest sections are available as "Pay whatever you wish". [Donate via paypal](#), buy me a beer, and download the track at <http://download.racelakelouise.com> with your email address. I've spent hundreds of hours and my own money to make this track. If you do not wish to pay for a mod, drive the free version. It's still one of the best and longest mod tracks ever developed for a racing simulation.

Thanks for supporting me and have fun!

Frequently Asked Questions (FAQ)

Q: The lake color is unnatural. A lake doesn't look like that!



A: The real Lake Louise in Alberta, Canada contains glacial water, which has a lot of dust fines. This results in the reflection of blue light and thus the opaque color.

Q: How did you make the landscape?

A: It was entirely hand sculpted in a 3-D modeling program called Blender. I spent hundreds of hours meticulously creating the landscape features. Yep, I'm crazy like that.

Q: Can you make some tree walls? More trees would be nice!

A: Due to the nature of the track where viewing angles are widely variable, tree walls don't look right from many angles

Q: The track is too barren. Add more objects, please!

A: More objects will be added in future updates.

Q: This is so much fun! Can I buy you a beer?

A: Yes, you can. Donate via Paypal from the forum link, and you'll get access to the full-sized 50 km version as well !

Q: Why do you want me to pay for a mod track? It should be FREE!

A: Payment is optional for additional road sections. I made a 23km track from scratch, which I offer for free. Even at 23 km, it's already the longest mod track out there and there are 5 free layouts. I spent over 1000 hours on this project and I've released several updates. I think that work is valuable.

Q: My car is scraping on the edge of the road. What can I do to prevent this?

A: The road edge is built as per highway code, so your car needs a setup change. You can't run a GT2 car on a race track setup in the mountains without suffering some scraping.

Q: Why is this track so bumpy?

A: It's not a freshly paved race track. Canada has a lot of snow and frost and that makes the road condition quite poor, especially in mountain passes. I've stayed true to this road condition for a more realistic experience. Use a softer setup to alleviate the bumpiness.