

## *Blueprint for Beginners*

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<b>Duration</b>	4 hours
<b>Learner Level</b>	Beginner to Intermediate
<b>Industry Focus</b>	Architecture, Automotive, Digital Media, Film&TV, Games, Training
<b>Description</b>	This course provides an introduction to Visual Coding using Blueprint and teaches basic concepts of interactive software design.
<b>Prerequisites</b>	Basic experience in working with the Unreal Engine
<b>Outcomes</b>	The learning outcomes of this lecture are: <ul style="list-style-type: none"><li>- Basic understanding of the Blueprint concept</li><li>- Creating simple program flows</li><li>- Interacting with assets</li><li>- Executing functions through the user interface</li></ul>
<b>Details</b>	Contents of this lesson: Theoretical Blueprint basics and the creation of interactive elements.

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