

# Unreal Blueprints Program

## Visual Scripting Mastery for Real-Time Interactions

Blueprints is Unreal Engine's powerful **visual scripting system**, enabling creators to design game logic, interactions, and behaviors—**without writing code**.

At **Certed Technologies**, our **Unreal Blueprints Program** is designed for developers, designers, and artists who want to create rich, interactive experiences in Unreal Engine—**whether for games, simulations, or immersive applications**.

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## Why Learn Blueprints? Why Now?

Unreal Engine Blueprints allows **rapid prototyping, game logic creation, cinematic sequencing, and interactivity**—without C++ coding.

Whether you're working in **game engines, AR/VR, training simulations, or virtual production**, Blueprints is your **gateway to building real-time systems visually**.

Used by professionals in gaming, architecture, media, and enterprise solutions, **Blueprints are at the heart of many Unreal-based pipelines**.

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## Learn from Unreal Visual Scripting Experts

Learn from real-world Unreal professionals—developers and technical designers—who've used Blueprints in **commercial games, virtual walkthroughs, training simulations, and XR content**. Get mentored on **best practices**, optimization, and scalable Blueprint architecture.

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## Program Highlights

Feature	Description
Duration	3 Months / 200 Hours
Delivery Mode	Hybrid (Online + Offline)
Tools & Platforms	Unreal Engine 5, Blueprints, UMG, Sequencer

<b>Project Work</b>	3+ Interactive Projects + 1 Final Capstone
<b>Certifications</b>	Industry-Recognized + Blueprint Proficiency Badge
<b>Career Support</b>	Resume Help, GitHub Portfolio Review, Interview Prep

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## What You'll Learn

This program takes you from **Blueprint basics** to **advanced gameplay systems**, with practical application in real-time 3D environments.

### **Module 1: Introduction to Blueprints**

- Understanding Blueprints vs. C++
- Blueprint Classes, Actors, and Components
- The Event Graph and Construction Script

### **Module 2: Building Gameplay Logic**

- Handling Player Input & Movement
- Creating Triggers, Doors, Pickups
- Event-Driven Logic & Object Interaction

### **Module 3: UI with UMG (Unreal Motion Graphics)**

- Menus, HUDs, and Health Bars
- Dynamic UI Elements with Blueprints
- Blueprint-Driven Score, Timers & State

### **Module 4: Animation & Character Scripting**

- Animation Blueprint Introduction

- Blendspaces, State Machines
- Triggering Animations via Events

## **Module 5: Game Systems & Data**

- Game Modes, Game Instances, Save Systems
- Blueprint Communication (Casting, Interfaces, Events)
- Variables, Arrays, Structs, and Enums

## **Module 6: Optimization & Reusability**

- Organizing Your Blueprint Architecture
- Macros, Functions, and Components
- Best Practices for Large Projects

## **Module 7: Capstone Project**

- Create a Complete Blueprint-Based Scene
- Combine Gameplay, Animation, UI & Interaction
- Package and Host on GitHub / Portfolio Platform

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## **Who Should Enroll?**

This program is ideal for:

- Aspiring Unreal Engine developers
- 3D artists, level designers, and animators
- Students from CS, IT, Gaming & VFX backgrounds

- Professionals wanting to explore **visual scripting without coding**
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## **Career Prospects**

Blueprints enable entry into several Unreal-based roles:

- Unreal Technical Designer
- Blueprint Developer
- Level Designer (Unreal)
- Real-Time Simulation Artist
- UI/UX Developer in Unreal
- Game Engine Designer (Visual Systems)

### **Industries Using Unreal + Blueprints:**

Gaming | Film & VFX | AR/VR | Architecture | EdTech | Simulation | Metaverse

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## **Tools & Technologies Covered**

Unreal Engine 5 | Blueprint System | UMG | Sequencer | Animation Blueprints | Quixel Assets | Niagara (Intro) | GitHub

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## **Sample Project Ideas**

- First Person Interaction System (Pickups, Doors, HUD)
- UI-Based Quiz or Health System
- Simple AI Behavior Using Blueprints

- Interactive Architectural Walkthrough
  - Cinematic Trigger Sequence (Camera Switching, Events)
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## Certification

Earn a **joint certificate** from Certed Technologies and Industry Experts along with a **Blueprint Developer Badge**—validating your Unreal visual scripting expertise.

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## What Makes This Course Unique?

- ✓ 100% Blueprint-Based (No Coding Required)
  - ✓ Ideal for Designers, Non-Coders & Artists
  - ✓ Builds Complete Logic Systems Visually
  - ✓ Project-Based + Portfolio Support
  - ✓ Lifetime Access to Blueprints, Assets, and Templates
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## Upcoming Batch

Batch Start Date	Mode	Status
15 July 2025	Online	Open
22 July 2025	Offline	Few Seats Left
05 August 2025	Hybrid	Open

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## Custom Blueprint Training for Teams & Institutions

We offer corporate and institutional training on Unreal Blueprints, tailored for:

- XR Teams & Simulation Designers


- Creative Studios & VFX Labs
  - Game Design Colleges
  - Architecture/Industrial Visualization Units
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### Customization Options:

- Blueprint Systems for Architectural Visualization
  - Game Logic Systems for Simulators
  - UI Creation for Interactive Environments
  - Workflow Integration with 3D Artists
  - Instructor-Led Workshops or Blended Self-Paced Formats
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### Talk to an Advisor

 Email: [support@certedtechnologies.com](mailto:support@certedtechnologies.com)

 Call/WhatsApp: +91-8920158923 | +91-9009015026

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### Ready to Master Unreal Blueprints?

**“Visual Scripting is the bridge between creativity and interactivity. Master Blueprints and start building intelligent, responsive real-time experiences.”**

 [Enroll Now](#)      [Request a Callback](#)

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### Frequently Asked Questions (FAQs)

1. **Is this course suitable for non-coders?**  
Absolutely! Blueprints allow complete interactivity without needing C++ knowledge.
  2. **Is this only for game developers?**  
No. Blueprints are used in many fields—architecture, XR, simulations, training, and film.
  3. **Do I need Unreal Engine experience?**  
No. This course starts with fundamentals and builds up from scratch.
  4. **Are real-world projects included?**  
Yes. You'll build multiple small projects and one major capstone to showcase your skills.
  5. **Will I learn UI and animation too?**  
Yes. UMG UI development and animation blueprinting are included.
  6. **Can I switch to C++ later?**  
Definitely. The logic and structure you learn here form a solid base for moving to C++ in Unreal.
  7. **Is this recognized for careers in Unreal-based industries?**  
Yes. Blueprints are core to many production pipelines—your certification and projects will be highly valuable.
  8. **Can this be delivered to colleges or teams?**  
Yes. We offer customized group-based delivery and projects aligned with institutional or enterprise needs.
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