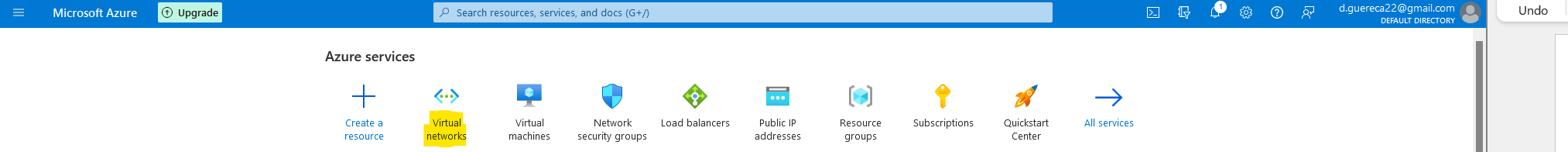
Project Day One:

1st to create a VNet



Then select *Create*

Graphical user interface, application

Description automatically generated

We then want to select our resource group

*GreenTeam*

Create a name for the new VNet

*ELKProjectVNet*

select a New Region

EastUS

Graphical user interface

Description automatically generated

Next to the IP Address

select the default IP Address

Graphical user interface, text, application, email

Description automatically generated

Since we don't need to add nothing else, we continue to click Next until we reach *Review and Create* on the bottom of the screen *.*

Then before we create our new VNet we review the details and wait for it to prompt *Validation passed* in green then once reviewed select *create*.

Graphical user interface, application

Description automatically generated

Once you have selected Create a screen will appear instructing you that your VNet is being deployed

Graphical user interface, text, application, email

Description automatically generated

A second screen will appear stating *Deployment is complete* indicating that the VNet has been created and available for usage.

Then select *Go to RESOURCE*

Graphical user interface, text, application, email

Description automatically generated

On this next page it displays the information and all the potential settings you may want to get into, for us we want to select *PEERINGS* because we want to peer or Virtual Networks .

Graphical user interface, application, email

Description automatically generated

We want to add a peering so select *ADD*  at the Very top.

Graphical user interface, text, application, email

Description automatically generated

So, we have to select names for our merge of VNets between Green and our New Elk network

Graphical user interface, text, application, email

Description automatically generated

For our Virtual Network we want to select *ELKProjectVNet* and then *ADD*

Graphical user interface, text, application, email

Description automatically generated