# 

Instructor’s Guide ReadMe

Blueprints by Marcos Romero

# About This Guide

This guide was developed as a companion to Marcos Romero’s Blueprints compendium website at http://romeroblueprints.blogspot.com/p/table-of-contents.html.

This guide was authored by Marcos Romero.

This guide has been technically edited for accuracy by Epic Games.

This guide was copyedited by Katie Haywood.

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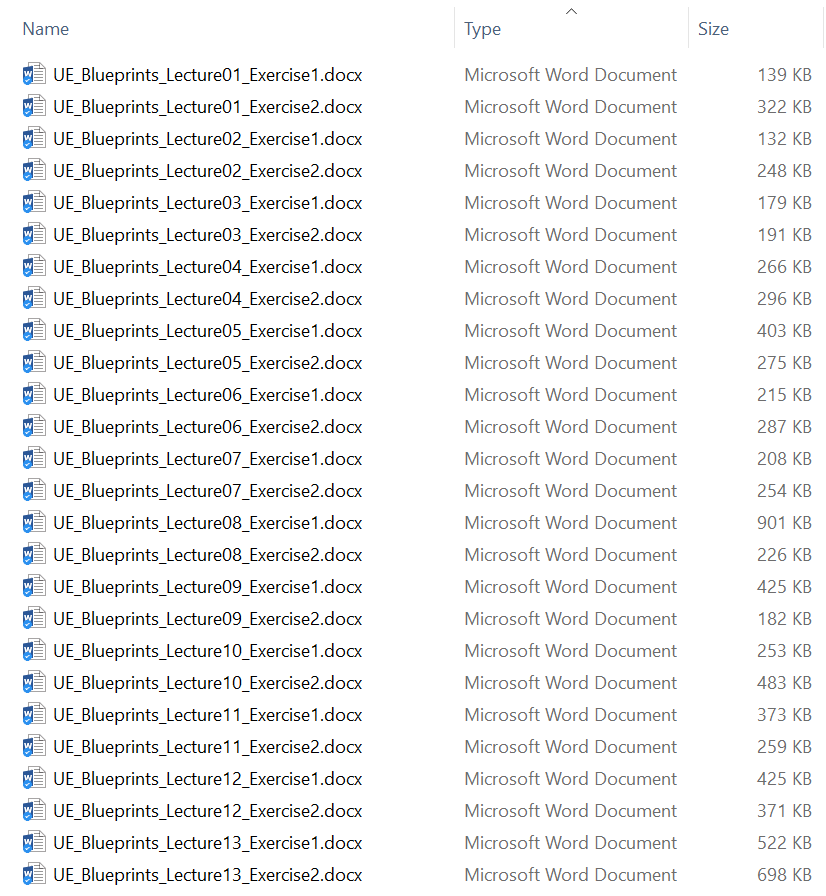
# Guide Contents

The guide contains 13 Lectures, 26 cooresponding excercises, 13 quizzes, 3 tests and a final.

Additionally, project files for Lecture 5 are provided.

## Exercises

Exercises are short, in-class or take-home tasks for your students to complete to help them gain hands-on practice with the tools. These are provided as editable Word files (.docx).



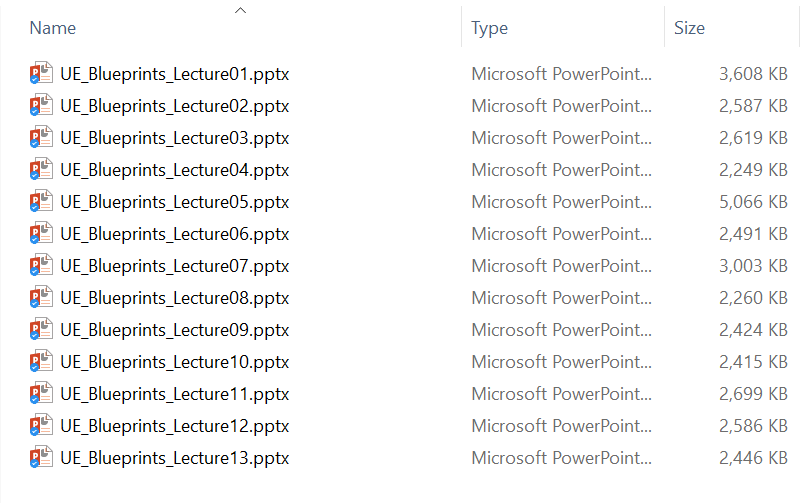
## Files

Source data files are provided as learning resources. These must be unzipped and stored on a local drive before using. The files may be in any file format, such as .fbx or .tga.



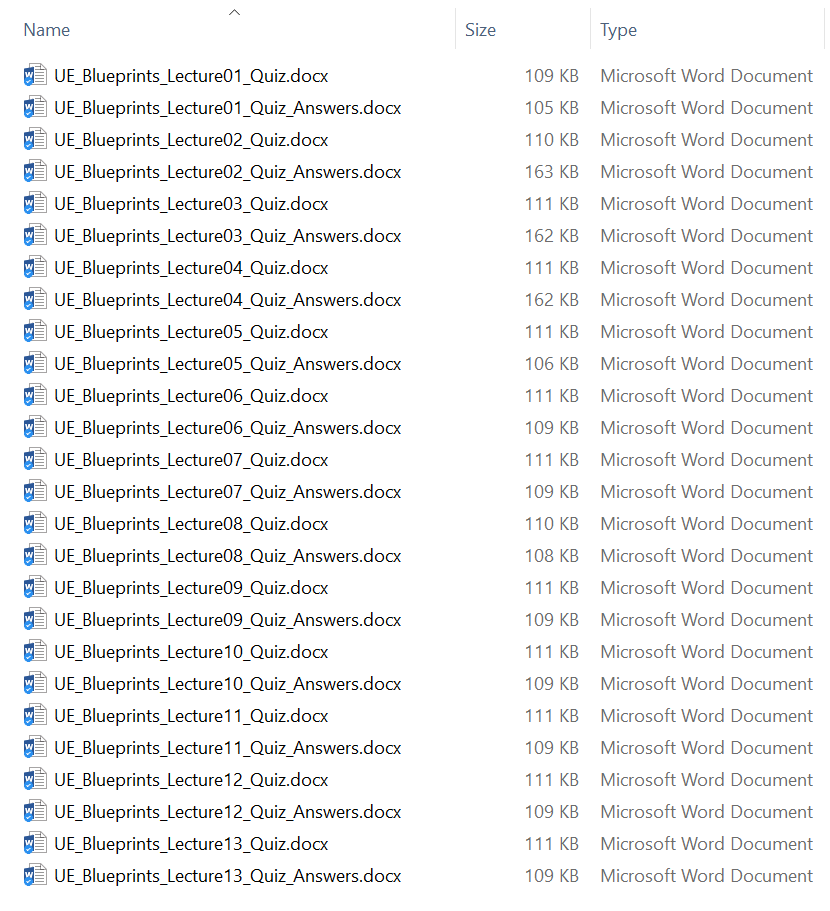
## Lectures

Lectures are pre-made presentations for each topic covered by the guide. These are provided as editable PowerPoint files (.pptx).



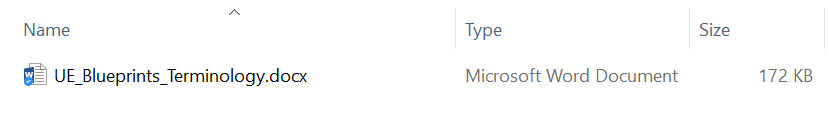
## Quizzes

Quizzes are simple assessments with answer sheets. These are provided as editable Word files (.docx).



## Terminology

Detailed terminology sheets are intended to help both the instructor and students learn new concepts. These are provided as editable Word files (.docx).



## Tests

Tests are detailed evaluations and answer sheets that cover large sections of the topic. These are provided as editable Word files (.docx).

