



# Azure Blueprints

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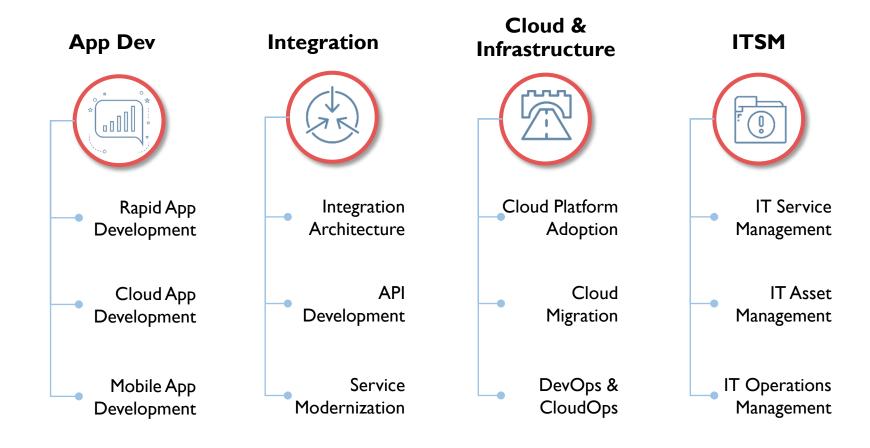
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#### What is Azure Blueprints?





- Essentially no different from traditional architectural blueprints.
- They are actually used in much the same way.
- Traditional blueprints are used to construct buildings to certain standards and specifications
- In the same way, Azure Blueprints are used to design and architect Azure solutions to specific standards and specifications.
- At a high-level Azure Blueprints help to meet organizational cloud standards and compliance.

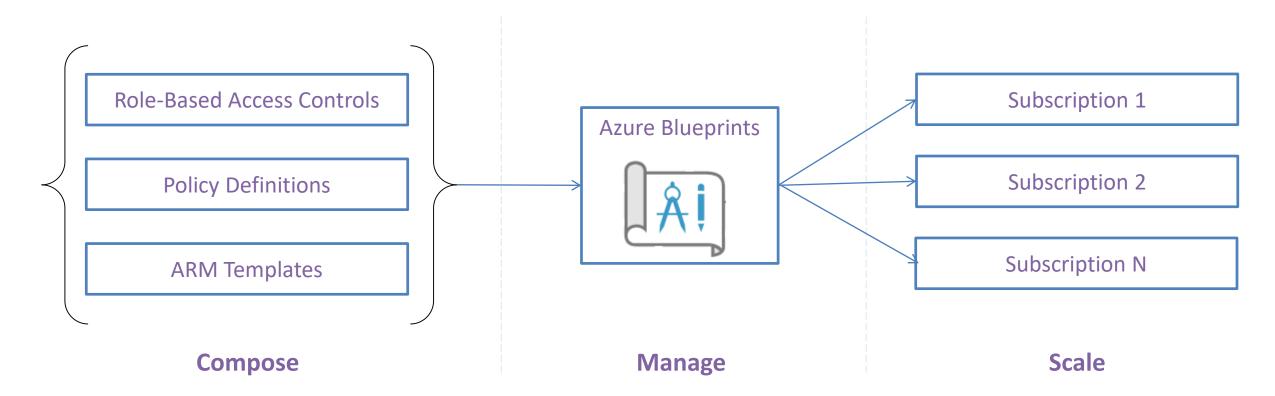


## **Azure Blueprints - Overview**





Deploy and update cloud environments in a repeatable manner using composable Artifacts



- Blueprints enables you to package ARM Templates, Policies and RBAC Assignments.
- Azure Blueprints is not a replacement of Polices or ARM Templates. It is a Superset of them

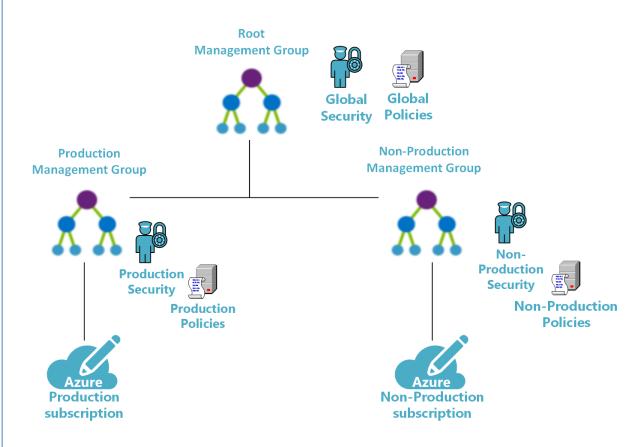


#### **Azure Management Groups**



- Provides a level of scope above the subscriptions.
- A Management Group tree can have up to SIX levels of depth.
- This limit doesn't include the Root level or the subscription level.
- Each management group and subscription can only support one parent.
- Each management group can have many children.

#### **Management Group Hierarchy**





#### **Azure Blueprints Vs ARM**





- Why do I need Blueprints over ARM Templates?
- We Love ARM Templates are Fundamental Building Block of Azure
- Scaling up ARM is a challenge
  - How do you use ARM Templates across multiple app teams?
  - How do you keep your templates modular for a maximum reuse?
  - How do you make sure those environments stay up to date over time?

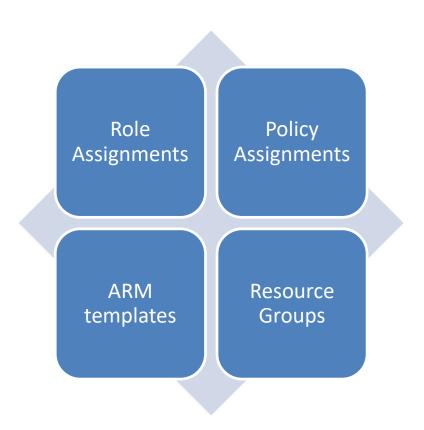


### **Azure Blueprints - Artifacts**





- Role Assignments
  - Lets you add a user, app, or group and set the role.
  - Only built-in roles are currently supported.
- Policy Assignments
  - Lets you add an Azure Policy.
  - This can be a built-in or custom policy.
- ARM Templates
  - Lets you add an ARM Template.
  - This does not let you import a parameters file.
  - Set the parameters during Blueprint assignment
- Resource Groups
  - Lets you add a Resource Group to be created as a part of this Blueprint.





### **Azure Blueprints – Lifecycle**





#### Creation

**Publishing** 

Deletion of Versions

Delete Blueprint

- The lifecycle of an Azure Blueprint begins with the creation of the blueprint
- And then the publishing of the blueprint.
  - New versions of the blueprint are then created and published as needed.
- Specific versions of the blueprint can be deleted as needed
- The lifecycle of an Azure Blueprint ends with deletion of the blueprint itself.



#### **Azure Blueprints – Few more points**





- Types of parameters
  - Static parameters
  - Dynamic parameters
- Execution Sequence
  - Subscription First followed by Resource Group
  - Default Sequencing order
    - Role assignment
    - Policy assignment
    - Azure Resource Manager template
  - Custom Sequence order can be set using "Depends On" Property
- Resource Locking :
  - Don't Lock
  - Read-Only
  - Do not Delete



#### **Azure Blueprints – Few use cases**





- Setup a standard foundation across subscriptions
- Managing Continuous compliance
- Continuous Auditing, Reporting and Remediation
- Applying Region Restriction Data Residency / Sovereignty
- Resource type Restriction Allowing/ Denying Specific Resources
- SKU Restrictions Cost control
- Resource Locking Avoid accidental deletions
- User management of various subscriptions

## Demo

Let's see in action





## Thank you!

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