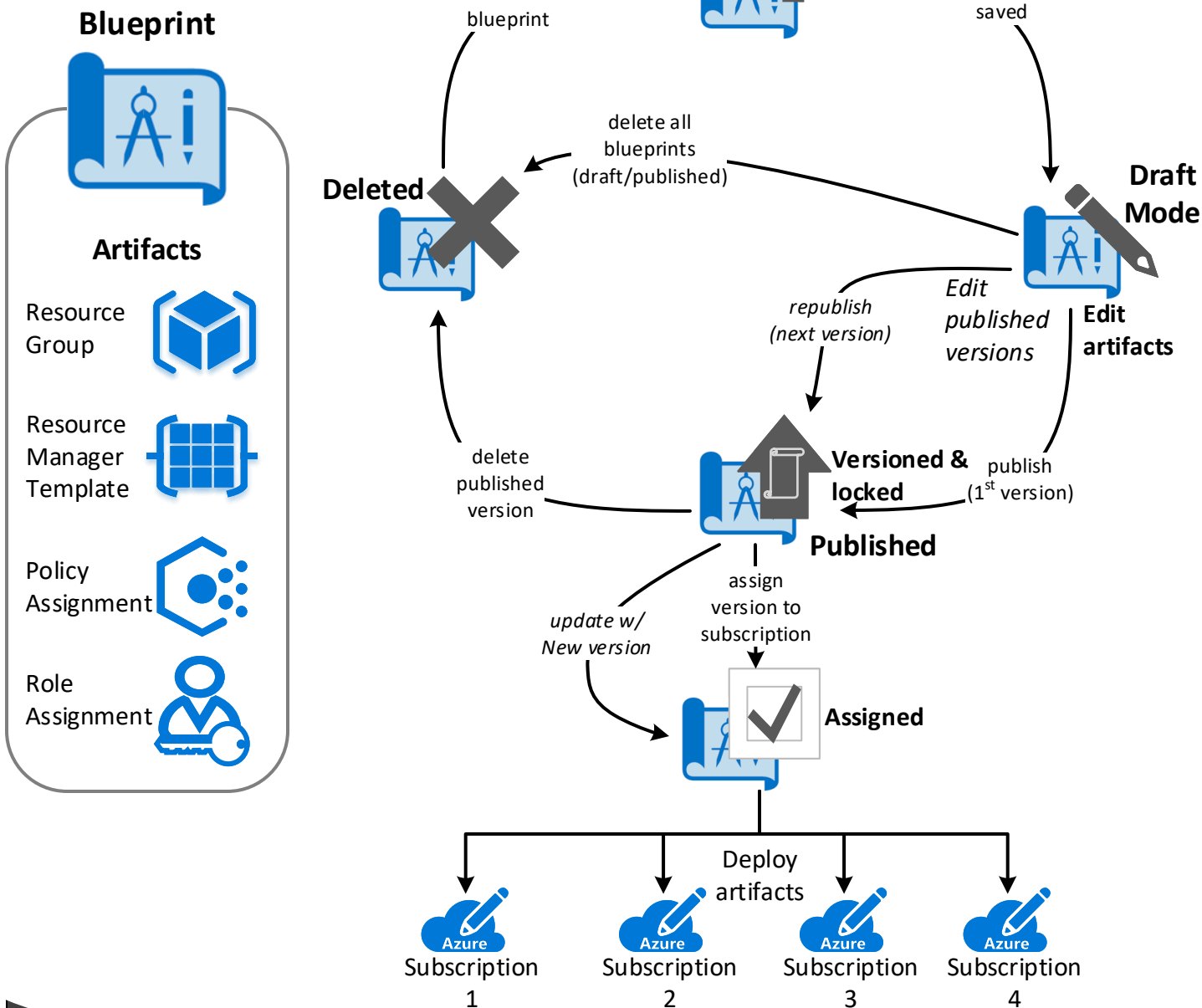


Azure Blueprints Lifecycle

Quick Guide



<https://docs.microsoft.com/en-us/azure/governance/blueprints/concepts/lifecycle>

You create Blueprints by adding artifacts to it, and saving to a management group. This saves the Blueprint, and allows for edits in draft mode. When a Blueprint is ready, you will publish it allowing the Blueprint to be versioned, locked from edits, and ready to be assigned to a subscription. You can always make changes in draft mode and republish to create a new version. Versions can always be deleted if they are no longer needed, or entire Blueprints including all versions can be deleted. (You cannot delete a core Blueprint or a version if it has an active assignment.) Published Blueprints can then be assigned to subscription where the artifacts will be deployed. As Blueprint updates are published the changes can then subsequently be assigned.

Designed by
Ross McNeely
www.rossmcneely.com
01/15/2019

