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I've forwarded the book to a few people, thanks for writing it and for all the enthusiasm you show about the topic. As a side note, I'm with Packt: the last few books I've read from them have been of such an abysmal quality that their name would have been enough to keep me from it in the first place.

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The aim of the book is to subliminally teach you the Blueprints system, so by the end of the book you can feel confident enough to try it within Unreal Engine 4 and create your own projects.

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