Microsoft Expression Blend Course Content

Part 1

Chapter 1: A TOUR OF BLEND (29 min)

1. Creating a New Project
2. The Toolbar
3. The Art board
4. The Project Inspector
5. The Properties Inspector
6. The Brushes Editor
7. Tile Brushes
8. Numeric Value Editors
9. Brief Touch on Resources

Chapter 2: WORKING WITH LAYOUTS (17 min)

1. Working with the Canvas
2. Working with Borders
3. Using the StackPanel & WrapPanel
4. Working with a UniformGrid
5. Using Grids

Chapter 3: USING CONTROL EDITING (13 min)

1. Designing a Button
2. Adding a Property Trigger
3. Animating a Button

Chapter 4: CREATING AN ANIMATION (19 min)

1. Creating Timelines
2. Adding Keyframes & Repeating an Animation
3. Adding Event Triggers for Interactivity
4. Animating Colors
5. Creating & Modifying Motion Paths
6. Easing Keyframes

Chapter 5: DATABINDING (12 min)

1. Adding a Data Source to a Project
2. Creating a Data Template
3. Adding Images to a TextBlock

Chapter 6: INTERACTING WITH 3D OBJECTS (12 min)

1. Creating & Modifying a 3D Image
2. Working with 3D Models
3. Modifying 3D Model Properties

Chapter 7: PATH ELEMENT EDITING (15 min)

1. Working with the Pen & Direct Selection Tools
2. Working with Paths
3. Using the Paint Bucket & Eyedropper Tools
4. Final Comments

Part 2

Chapter 1: BINDING TO A CLR OBJECT (20 min)

1. Discussing Engines
2. Binding the Data Source
3. Adding the Controls
4. Binding the Controls

Chapter 2: WORKING WITH EVENTS & METHODS (37 min)

1. Setting Up a GameEngine
2. Running the Game
3. Setting Controls to the SubmitWord Method
4. Adding a KeyPress Event Handler
5. Adding Audio Clips
6. Applying Audio to Events
7. Attaching Event Handlers to the Storyboards
8. Adding Additional Audio Behaviors
9. Controlling Different Audio Behaviors

Chapter 3: ADDING CREATIVE TOUCHES (36 min)

1. Using the Visual Brush
2. Converting an Image to a 3D Animation
3. Adding an Event Trigger
4. Adding a Progress Bar Timer
5. Using a Value Converter
6. Using the TimeToColor Value Converter
7. Modifying a ListBox
8. Editing an Item Template

Chapter 4: USING THE ABOUT DIALOG BOX (23 min)

1. Changing Menu Headers
2. Creating a New Window
3. Converting Text to a Path
4. Adding Animation
5. Adding Gradients & Text to a Window
6. Final Comments & Credits

Part 3

Chapter 1: RESKINNING GADGETS (26 min)

1. Taking a Look at the Gadget Project
2. Adding Components
3. Adding an Event Handler to Switch Skins
4. Adding a Close Button to the Gadget
5. Moving Resources in the Gadget

Chapter 2: DESIGNING A CUSTOM LAYOUT CONTAINER (30 min)

1. Creating Class Files
2. Adding Control to the Class
3. Arranging the Override Method
4. Creating Dependency Properties
5. Using Dependency Properties

Chapter 3: MORE ON CONTROL EDITING (53 min)

1. Using the Content Presenter

2. Modifying a Button Template
3. Working with Check Boxes
4. Attaching Controls to Check Boxes
5. Working with Radio Buttons
6. Creating an Animated 3D Radio Button
7. Using Slider Controls
8. Creating a Scroll Bar
9. Final Comments

Part 4

Chapter 1: INTERACTING WITH DESIGN (18 min)

1. Creating a Button Strip with Icons from Design
2. Exporting a Design File as a XAML Canvas
3. Creating Controls from Visual Elements
4. Adding Video

Chapter 2: WORKING WITH EVENT HANDLERS (25 min)

1. Debug in Visual Studio® & Move the Marker
2. Enabling the Marker to Follow the Mouse Pointer
3. Disabling Mouse Cursor from Receiving a ClickEvent
4. Adding a MouseEvent
5. Enabling Drag & Drop

Chapter 3: USING DRAWING & VISUAL BRUSHES (32 min)

1. Exploring Data Brushes
2. Creating Patterns with the Drawing Brush
3. Adding Event Handlers to a Window
4. Starting with Visual Brushes
5. Designing with Visual Brushes
6. Creating 3D Visual Brushes
7. Animating a Visual Brush

Chapter 4: TIPS & TRICKS (71 min)

1. Rules for Working with Media