

TOTAL TRAINING™ FOR MICROSOFT® EXPRESSION® BLEND

QUICK REFERENCE GUIDE

Part 1 – Getting Up & Running

1 A TOUR OF BLEND 29:59

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

2 WORKING WITH LAYOUTS 17:47

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

3 USING CONTROL EDITING 13:58

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

4 CREATING AN ANIMATION 19:33

- 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

5 DATABINDING 12:26

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

6 INTERACTING WITH 3D OBJECTS 12:33

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

7 PATH ELEMENT EDITING 15:25

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

Part 2 – Putting Blend to Work

1 BINDING TO A CLR OBJECT 20:26

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

2 WORKING WITH EVENTS & METHODS 37:18

- 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

3 ADDING CREATIVE TOUCHES 36:35

- 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

4 USING THE ABOUT DIALOG BOX 23:47

- 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 – Customizing the Experience

1 RESKINNING GADGETS 26:20

- 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

2 DESIGNING A CUSTOM LAYOUT CONTAINER 30:33

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

3 MORE ON CONTROL EDITING 53:01

- 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 – The Finishing Touches

1 INTERACTING WITH DESIGN 18:57

- 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

2 WORKING WITH EVENT HANDLERS 25:30

- 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

3 USING DRAWING & VISUAL BRUSHES 32:21

- 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

4 TIPS & TRICKS 1:11

- 1 Rules for Working with Media
- 2 Working with Transparencies
- 3 Working with 3D Cameras
- 4 Working in the 3D World
- 5 Creating an Icon
- 6 Working with Ink
- 7 Working with a GridSplitter
- 8 Creating Move Controls Using Code
- 9 Creating a Dialog
- 10 Adding Text to a Dialog
- 11 Working with Solutions
- 12 Editing in the Timeline
- 13 Working with Media in the Assets Panel
- 14 Restyling Controls
- 15 Final Comments & Credits