

Silverlight 4 with Expression Studio for Designers

Course Length: 3 days

Price: \$2,250

Summary

The Silverlight Workshop is a soup-to-nuts breakdown of Silverlight for professional designers. This includes learning the ins and outs of XAML, hosting in the browser, the tools and using Silverlight on the server.

Who Should Attend?

No prior experience with Expression Design or Blend is necessary. You also don't need to worry about having experience with XAML or WPF. We do expect you have some Web design experience and understand the fundamentals of working with Visual Studio .NET.

We originally designed this course based on requirements from Microsoft and have delivered the training to a host of Microsoft clients and employees in multiple cities with rave reviews.

This course was created with designers as the target audience. If you want to bring your pages to life with Silverlight or need to add Silverlight skills to your arsenal as an existing Flash developer, you'll love this class.

Course Outline

Introduction and Overview

- WPF and Expression Studio
 - What is WPF?
 - What is Silverlight?
 - Overview: Silverlight 1.0, 2.0, 3.0 and 4.0
 - New Features in Silverlight 4
 - A Tour of some Real World Examples
 - Expression Studio Tools

- Designer-Developer Workflow
- The XAML Advantage
- Overview and Demonstration of Expression Suite Tools
 - Expression Media
 - Expression Design
 - Expression Blend
 - Expression Encoder
 - Expression Web
- Silverlight and XAML
 - What is XAML?
 - XAML in the Expression Suite of Tools

Expression Blend Basics

- Overview and Software Setup
- Exploring the Blend Workspace
- Artboard
- Project Panel
- Menu Bar
- Toolbox
- Interaction Panel
- Project Panel
- Customizing the Workspace
- Properties Panel Categories
- Properties
 - Brushes

- Appearance
- Layout
- Common
- Transform
- TextBlock
 - Text Properties
 - Entering and Formatting Text
- Fonts
- Code Editing in Blend vs. Visual Studio

More Blend

- Create a Silverlight 4.0 Application + Web Site
- Working with Blend Context Sensitive Menus
- Layout Tools
- Design-Time Annotations
- Creating Vector Paths
 - What is a Vector Graphic?
 - Creating and Modifying Vector Paths
- Arranging Objects
- Positioning Methods
- Introduction to Creating User Custom Controls

Creating Assets in Expression Design

- Create a new Design File.
- Selection Tools
- Direct Select and Lasso Select

- Using the Pen Tool
- Shape Tools
- Stroke and Fill Options
- Shortcuts
- Creating Shapes
- Working with Gradient Tool and Fill Transform
- Grouping and Layers for Better XAML
- Importing from Photoshop and Illustrator

Animation and Video

- Animation
- Modifying and Testing your Animation
- Storyboards
- Media Element
- Preparing Media in Expression Encoder

Working with Styles and Resources

- Creating, Applying and Editing Styles
- Using Resources
- Using and Integrating with Expression Media to Enhance Images

Creating Controls and Layouts

- System Controls Overview
- Review of Capabilities and Use of User Interface Components
- Templates
- Prototyping with Blend



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Planning and Prototyping with SketchFlow

- Using SketchFlow to Lay Out a Web Site
- Adding Content to Pages
- Adding Links and Navigation
- Testing in SketchFlow Player

Working with Data Binding

- Using Sample Data to Activate and Prototype Layouts
- Datagrid Control
- More Prototyping with Blend

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