This class is for designers who need to create user interfaces and interactive content for Silverlight applications, media players, or mobile devices. Attendees explore the capabilities of the Silverlight platform along with the tools and techniques for creating interactive Silverlight content with Microsoft Expression Studio. This course examines effective workflows between designers and developers, and ways to leverage existing design skills with tools such as Photoshop and Illustrator.

Module 1: Introducing Silverlight

What is Microsoft Silverlight?

Defining Silverlight Capabilities

Key Types of Rich Media Supported

Defining Silverlight Scenarios

Designer/Developer Workflow

Prototyping to the Rescue

The XAML workflow

An Introduction to XAML

Importing Photoshop and Illustrator Files

Customizing User Interface Using Controls

Adding Interactivity with Behaviors

Publishing and XAP file

Module 2: Prototyping Your Silverlight Project in SketchFlow

The SketchFlow Workflow

Feedback Using the SketchFlow Player

SketchFlow Projects and Workspace

SketchFlow Map

Creating New Navigation Screens

Using Composition Screens

Working in the SketchFlow Player

Creating Interactive Navigation

Adding States in SketchFlow

Exporting Your Project for Feedback

Exporting to Word

Module 3: Building Assets for your Silverlight Project

Importing Assets into Expression Blend

Importing From Photoshop

Importing Adobe Illustrator Files

Creating Objects in Expression Blend

Applying Properties to Objects

Using the Transform pane

Applying a Gradient

Applying Effects

Module 4: Naming and Arranging Elements in Expression Blend

Nested Objects: An Overview of Layout Controls

The Grid Control

The Canvas Control

Exploring the Grid Control

Grid vs. Canvas

Stack Panel and Border Controls

Transforming Vs The Viewbox Control

The Viewbox Control

Microsoft Silverlight for Designers, continued

Module 5: Creating Animation & Basic Interactivity in Expression Blend

Understanding Storyboards

Creating Storyboard Resources

Behaviors in Expression Blend

Modifying a Property

Making the Property Public

Passing an Argument to set the property

Using Get/Set to access methods

Initializing a Property Through a Constructor

Module 6: Working with the Visual State Manager

Modifying UI Controls

Modifying States & Transitions

Applying Style templates to Existing Controls

Modifying Control Labels and Icons

Creating a Custom UI Control

Defining States & Transitions in a Custom Control

Editing the Content Presenter

Module 7: Using Video in Expression Blend 3

Preparing Video with Expression Encoder

Preparing Silverlight Compatible Video

Encoding Basics

Using/Customizing presets

Adding Video Files to an Expression Blend 3 Project

Using the MediaElement control

Adding Basic Controls for Video Playback

Using C# to control MediaElement (Play, Pause)

Module 8: C# Sharp Primer

Brief C# and .Net Background

Common Object Models (COM)

Operating System (OS)

Application Programming Interface (API)

Services

What are Namespaces?

What is Object-Oriented: Understanding Classes,

Methods & Properties

Module 9: Advanced Coding & Interactivity: Practical Application

Using Classes in User Controls

Adding states to custom controls

Extending the abilities of custom controls with C#

Adding Exposed Properties

Module 10: Working with Data

Creating a Sample Data Model

Importing Sample XML Data

A Look at the List & DataGrid Controls

Setting Data Binding to UI elements

Binding to element properties

Using the PathListBox

Module 11: A look at Deep Zoom Composer

Creating a Deep Zoom project

Adding Source Files

Creating a Composition

Publishing a Final Standalone DZ Experience

Publishing Online Experiences at DeepZoomPics.com

Adding Your Composition to a Blend Project

Module 12: Final Deployment

Building Your Solution

Adding Silverlight Application to a Web Page

Checking Out Your Work

For customized training all topics can be modified to meet your needs.