



Microsoft Blend for Visual Studio Training Class

Blend for Visual Studio Class Length: 2 days

This two-day course introduces Blend for Visual Studio users to the tools and features they can use to create interactive applications for Windows 8 and Windows Phone. Learn directly from a Microsoft MVP and discover how to build and import assets, as well as how to apply interactivity to these assets. Students work on hands-on projects that include creating applications that include animations, reusable interactive items, video players and more. Best practices are discussed throughout the course, as well as tips on how to integrate Blend successfully with Visual Studio. [Contact AGI](#) about this Microsoft Blend training class for Visual Studio or call to speak to a training consultant at 781-404-4078. We run this as a private course, and tailor it to your specific needs with Blend.

- [See Course Topics](#)
- [See Course Dates](#)
- [Contact AGI about this course](#)
- [Download Course Details \(PDF\)](#)

Please call 800-851-9237 to schedule this training course.

[Contact AGI to request course dates.](#)

Microsoft Blend for Visual Studio Training Class Course Topics

Blend for Visual Studio overview

- Introduction to the Blend for Visual Studio workspace
- Artboard, panels, integration with Visual Studio
- Introduction to XAML
- Understanding the Designer / Developer Workflow

- Starting a project in Blend

Importing and building assets for your interactive application using Blend

- Integration with external files: image files and video
- Importing native Photoshop, Illustrator files into the Blend workspace
- Creating objects using the Expression Blend drawing tools

Organizing your Blend project

- Naming objects
- Understanding layout containers

Adding visual enhancements to your objects

- Fills and strokes
- Creating and applying gradients
- Applying effects, referencing effects for additional enhancements

Adding interactivity to objects using Blend

- Understanding how to use events and event handlers in Blend
- Creating animations using Blend
- Creating new storyboards
- Controlling timing and transitions
- Easing functions
- Hand-off animation
- Using behaviors in Blend
- Applying interactivity objects
- Applying events

Working with the Visual State Manager in Blend

- Defining states and transitions

Adding Video to your project in Blend

- Preparing video with Encoder
- Editing media player templates
- Importing Media in Blend
- Adding functionality to media in Blend

Creating reusable items using Blend

- Saving resources to re-use in Blend
- Creating user controls
- Using control templates
- Customizing and editing control templates
- Creating your own custom controls
- Creating custom user controls
- Building .xaml files that include reusable interactive objects

Creating a multipage applications using Blend

- Using the Navigation framework
- Creating new XAML pages in Blend
- Using the Hyperlink controls
- Adding the URIMapper code to your code in Blend

Integrating C# with Blend for Visual Studio

- Introducing to built-in Code Editor in Blend
- Adding code in Blend
- Snippet examples to cut and paste

Working with data in Blend

- Understanding data binding
- Using sample data in Blend
- Customizing the data template

Element to element binding

- Attaching properties from one object to another

Microsoft Blend for Visual Studio Training Class Prerequisites

We recommend that you have the Microsoft Expression Blend software before starting the class. You can purchase the software or obtain a trial version of it at from the [Microsoft web site](#).

Blend for Visual Studio can be custom instructed to fit your needs. You can choose to learn Blend using XAML, or HTML5, you can also focus the Blend for Visual Studio training on Windows 8 apps or Windows Phone apps.

Microsoft Blend for Visual Studio Training Class Course Materials

You will receive a comprehensive course manual for this class developed by the Certified Instructors at AGI.