Windows 8 Using XAML, Part 08: Animation

Meet the expert: Ken Getz is a featured instructor for several of our Visual Studio courses. He is a Visual Basic and Visual C# expert and has been recognized multiple times as a Microsoft MVP. Ken is a seasoned instructor, successful consultant, and the author or co-author of several best-selling books. He is a frequent speaker at technical conferences like Tech-Ed, VSLive, and DevConnections and he has written for several of the industry's most-respected publications including Visual Studio Magazine, CoDe Magazine, and MSDN Magazine.

Prerequisites: This course assumes that you have some programming background and experience using Visual Studio 2010 and C# or Visual Basic. In addition, the course assumes some basic knowledge of XAML markup and basic knowledge of Windows Store applications and Windows 8.

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Course description: Animation has become a very important part of creating applications not just games. This course will show you how to create animation for applications. First you will investigate theme transitions and animations. Then you will understand how custom animation works in XAML applications. Next you will examine animation and storyboards. Then you will learn to start animations in code and work with DoubleAnimation, ColorAnimation, and PointAnimation objects. Next up you will examine properties of the animation classes, try out various easing functions and use Blend to interactively create animations.

Course outline:

Animations
- Introduction
- Dependent vs Independent
- Dependent Animation
- What About Custom Animations?
- Built-in Theme Animations
- Windows 8 Theme Transitions
- Using Transitions
- Demo: Transitions
- Demo: Content Theme Transition
- Summary

Basic Animations
- Introduction
- Custom Animations
- Getting Started
- Understanding Animation
- Rules of Animation
- Simple Animations
- Demo: Animations
- The Animation Class
- Types of Animation Classes
- Enabling the Animation
- The Storyboard Class
- The Event Trigger
- Theme Animations
- Demo: Theme Animations
- Animate Transform
- Demo: Animate Transform
- Animating Multiple Properties
- Demo: Multiple Properties
- Summary

Point and Color Animation
- Introduction
- Using the ColorAnimation Class
- Whats Up With Fill?
- Demo: Animate Color
- Using the PointAnimation Class
- Demo: PointAnimation
- Animation with Key Frames
- Interpolation Methods
- SplineDoubleKeyFrame
- Demo: Key Frames
- Demo: Vertical Key Frame
- Summary

Animation Properties
- Introduction
- Animation Properties
- From Property
- Demo: From Property
- To Property
- By Property
- Demo: By Property
- Duration Property
- AutoReverse Property
- Demo: AutoReverse and Duration
- RepeatBehavior Property
- Demo: RepeatBehavior
- RepeatBehavior and AutoReverse
- Demo: Repeat and AutoReverse
- Repeat for Time
- Demo: Repeat for Time
- Repeat Forever
- BeginTime Property
- Demo: BeginTime
- Summary

Animation
- Introduction
- Controlling Playback
- Demo: Controlling Playback
- Easing Functions
- BounceEase
- Easing Functions
- Demo: Easing Functions
- Another Example
- Demo: Easing Colors
- Microsoft Easing Functions
- Creating Animations in Blend
- Demo: Animations in Blend
- Demo: Markup in Blend
- Demo: Blend and Visual Studio
- Summary