Expression Blend Design, Part 3 of 3: Behaviors and VSM

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Prerequisites: This course assumes that students have some programming experience and a background in building user interfaces on the Microsoft platform.

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Course description: Expression Blend has many options to create many effects in an application. You will see in this course how to use triggers to start animation effects. The behavior class is covered and how it is used for several different events and triggers. The Visual State Manager is covered on how it is used for control states to animations and templates using structure.

Course outline:

Behaviors and Triggers
- Introduction
- Behaviors and Triggers
- Understanding Triggers
- Behavior Basics
- Custom Behaviors
- Animations and Storyboards
- Summary

Triggers and Behaviors
- Introduction
- Triggers and Behaviors
- Demo: Triggers and Behaviors
- Demo: Triggers and Storyboard
- Demo: Behavioral Triggers
- Summary

Custom Behaviors
- Introduction
- Custom Behaviors
- Demo: Custom Behaviors
- Demo: Creating Behavior
- Demo: More Behavior Creation
- Demo: Wiring Event
- Summary

Visual State Manager
- Introduction
- Visual State Manager
- Dealing with States and Triggers
- Summary

Visual State Manager Demo
- Introduction
- Visual State Manager
- Demo: Visual State Manager
- Demo: Behavior
- Summary

Visual State Manager Advanced
- Introduction
- Visual State Manager Advanced
- Demo: Advanced VSM
- Demo: Click Event
- Summary

Put It Together
- Introduction
- Putting it all Together
- Coordinate Systems
- Vectors
- Understanding 2 and 3D
- Contacts and Object Interaction
- Particle Systems
- Coordinates, Vectors, Transforms
- Demo: Layout Systems
- Demo: Paths
- Demo: More Paths
- Summary