

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

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**Meet the expert:** David Kelley is a Silverlight MVP with over 10 years of experience building Targeted Customer eXperiences. He is currently the Principal User eXperience Architect for [wire] stone specializing in touch experiences such as digital price tags and Silverlight-based kiosks for retail. David publishes a blog called Hacking Silverlight and helps to run the Seattle Silverlight User Group and Interact Seattle, Seattle's Designer Developer Interaction Group.

**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

- Summary

### Visual State Manager Advanced

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

### Triggers and Behaviors

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

### 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