Microsoft Blend for Visual Studio Training Class

This 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.

What you'll learn in this training course

- Overview of Microsoft Blend,
- Beginning a project
- Using the workspace, artboard, and panels
- Importing image files
- Creating new objects using Blend drawing tools
- Organizing your projects within Blend

- Adding visual enhancements to your objects with gradients, fills, strokes etc.
- Creating and managing animations to objects
- Importing and editing videos
- Creating reusable items in Blend
- Integrating C# with Blend for Visual Studios
- Understanding and customizing data in Blend

Audience for this training course

This Microsoft Blend for Visual Studio training class is for students looking for an introduction into the tools and features Microsoft Blend offers, that students can use to create interactive applications for Windows 8 and Windows Phone.

Training course duration

This class is a half-day in length. It runs from 1:30 pm- 4:30 pm.

Training course curriculum

This training course uses materials selected by our instructors, including content from our Digital Classroom book. These courses are delivered by the instructors that write this best-selling series..

Enrolling in this Microsoft Blend for Visual Studio training course

You can register for this training class online at agitraining.com, or by calling 781-376-6044 or 800-851-9237.

Locations for this Microsoft Blend for Visual Studio training course

You can attend classes at your training centers located in Boston, New York City, Philadelphia, on site at your office, or on-line. You can select the course location at the time of your registration.

Private and customized training course options

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss customizing this training course.

Goals and objectives for this training course

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.

Microsoft Blend for Visual Studio training class 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 application 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