

TOTAL TRAINING™ FOR Microsoft® Expression® Blend 2 Essentials QUICK REFERENCE GUIDE

C1 INTRODUCTION TO EXPRESSION BLEND 2	1:07:04	C6 INTRODUCTION TO SILVERLIGHT™ 1	32:57
1 What is Blend?		1 The Files of Silverlight	
2 Creating a Project		2 What You Can & Can't Do in Silverlight	
3 The Blend Workspace		3 Creating a Button	
4 Tools Used for Manipulating Assets		4 Working with Video	
5 Tools Used for Creating New Assets		5 Modifying Video Playback Properties	
6 The Asset Library		6 Using the MSDN Page for Reference	
7 The Object Tree			
8 Layout Containers		C7 RESPONDING TO THE USER	25:20
9 Modifying Properties		1 Setting Event Triggers	
		2 Combining Multiple Event Triggers	
C2 THE PROPERTY INSPECTOR	45:26	3 Working with Event Handlers	
1 Using Snaplines, Padding & Margins			
2 Rotating, Skewing & Multi-Element Rotation		C8 CONSISTENCY & REUSABILITY THROUGH RESOURCES	24:36
3 Modifying the Geometry of Individual Shapes		1 Introduction to Resources	
4 The Combine Operations		2 Working with Resources	
5 Converting Text to a Path		3 Deleting a Resource	
6 Edit a Path & Drag to Duplicate			
7 Advanced Property Options		C9 CUSTOMIZING THE CONTROLS	36:12
8 The Brush Editor & Changing Colors		1 Styling Controls	
9 Working with Brush Gradients		2 Overriding the Default Style	
10 A Look at Other Brushes & Changing Properties in the Code		3 Working with Templates	
		4 Working with Property Triggers	
C3 MANAGING LAYOUTS	33:12	5 Customizing Complex Controls	
1 Understanding Layout			
2 Adding & Adjusting Row, Column & Grid Splitters		C10 THE MAGIC OF DATA BINDING	37:05
3 The Stack Panel, the Wrap Panel & the Uniform Grid		1 Element to Element Data Binding	
4 Using the ScrollViewer & Border		2 Working with Sliders	
5 Using the Viewbox		3 Setting Advanced Data Binding Properties	
		4 Value Converters	
C4 MAKING IT MOVE	19:02	5 Data Source Data Binding	
1 Understanding Timelines		6 Modifying an Item Template	
2 Creating an Animation with Keyframes on a Timeline		7 Data Bind the DataContext to a Selected Item	
3 Creating Realistic Motion with Easing & Keysplines			
4 Altering Object Properties & Backgrounds via the Timeline		C11 TIPS & TRICKS	20:22
5 Working with Composite Animations		1 Working with Drawing Brushes	
		2 Working with Visual Brushes	
C5 PICTURES, VIDEO & AUDIO	17:43	3 Creating Borderless Windows	
1 Adding Media to Applications		4 Using & Embedding Fonts	
2 Working with Audio		5 Final Comments & Credits	
3 Working with Video			