Microsoft Silverlight for Designers: Training Course Overview

This class is for designers who need to create user interfaces and interactive content for Silverlight applications, media players, or mobile devices. Attendees explore the capabilities of the Silverlight platform along with the tools and techniques for creating interactive Silverlight content with Microsoft Expression Studio. This course examines effective workflows between designers and developers, and ways to leverage existing design skills with tools such as Photoshop and Illustrator.

What you'll learn in this training course

- Introduction to Silverlight
- How to Prototype your Silverlight Project in SketchFlow
- How to Build Assets for your Silverlight Project
- Naming and Arranging Elements in Expression Blend

- Creating Animation & Basic Interactivity in Expression Blend
- Working with the Visual State Manager
- Using Video in Expression Blend 3
- Advanced Coding & Interactivity

Audience for this training course

This class is for designers who need to create user interfaces and interactive content for Silverlight applications, media players, or mobile devices.

Training course duration

This class is a two-days in length. It runs from 9:30 am- 4:30 pm. Lunch is approximately from noon - 1:00 pm.

Training course curriculum

This training course uses lesson files and content from the Photoshop Digital Classroom, which was written and created by our instructors. These training courses are delivered by the same instructors that write this best-selling series.

Enrolling in this Silverlight for Designers 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 Silverlight for Designers 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.

Silverlight class topics:

Module 1: Introducing Silverlight
What is Microsoft Silverlight?
Defining Silverlight Capabilities
Key Types of Rich Media Supported
Defining Silverlight Scenarios
Designer/Developer Workflow
Prototyping to the Rescue
The XAML workflow
An Introduction to XAML
Importing Photoshop and Illustrator Files
Customizing User Interface Using Controls
Adding Interactivity with Behaviors
Publishing and XAP file

Module 2: Prototyping Your Silverlight Project in SketchFlow
The SketchFlow Workflow
Feedback Using the SketchFlow Player
SketchFlow Projects and Workspace
SketchFlow Map
Creating New Navigation Screens
Using Composition Screens
Working in the SketchFlow Player
Creating Interactive Navigation
Adding States in SketchFlow
Exporting Your Project for Feedback
Exporting to Word

Module 3: Building Assets for your Silverlight Project
Importing Assets into Expression Blend
Importing From Photoshop
Importing Adobe Illustrator Files
Creating Objects in Expression Blend
Applying Properties to Objects
Using the Transform pane
Applying a Gradient
Applying Effects

Module 4: Naming and Arranging Elements in Expression Blend
Nested Objects: An Overview of Layout Controls

The Grid Control
The Canvas Control
Exploring the Grid Control
Grid vs. Canvas
Stack Panel and Border Controls
Transforming Vs The Viewbox Control
The Viewbox Control

Module 5: Creating Animation & Basic
Interactivity in Expression Blend
Understanding Storyboards
Creating Storyboard Resources
Behaviors in Expression Blend

Module 6: Working with the Visual State Manager
Modifying UI Controls
Modifying States & Transitions
Applying Style templates to Existing Controls
Modifying Control Labels and Icons
Creating a Custom UI Control
Defining States & Transitions in a Custom Control
Editing the Content Presenter

Module 7: Using Video in Expression Blend
Preparing Video with Expression Encoder
Preparing Silverlight Compatible Video
Encoding Basics
Using/Customizing presets
Adding Video Files to an Expression Blend 3 Project
Using the MediaElement control
Adding Basic Controls for Video Playback
Using C# to control MediaElement (Play, Pause)

Module 8: C# Sharp Primer
Brief C# and .Net Background
Common Object Models (COM)
Operating System (OS)
Application Programming Interface (API)Services
What are Namespaces?
What is Object-Oriented: Understanding Classes, Methods & Properties
Modifying a Property
Making the Property Public
Passing an Argument to set the property
Using Get/Set to access methods
Initializing a Property Through a Constructor

Module 9: Advanced Coding & Interactivity
Practical Application
Using Classes in User Controls
Adding states to custom controls
Extending the abilities of custom controls with C#
Adding Exposed Properties

Module 10: Working with Data
Creating a Sample Data Model
Importing Sample XML Data
A Look at the List & DataGrid Controls
Setting Data Binding to UI elements
Binding to element properties
Using the PathListBox

Module 11: A look at Deep Zoom Composer
Creating a Deep Zoom project
Adding Source Files
Creating a Composition
Publishing a Final Standalone DZ Experience
Publishing Online Experiences at DeepZoomPics.com
Adding Your Composition to a Blend Project
Module 12: Final Deployment
Building Your Solution
Adding Silverlight Application to a Web Page
Checking Out Your Work