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| 1. Record Nr.           | UNINA9910814087603321  |
| Autore                  | Polyak Nick  |
| Titolo                  | Instant Silverlight 5 Animation : enrich your web page or Silverlight business application with Silverlight animations // Nick Polyak  |
| Pubbl/distr/stampa      | Birmingham, : Packt Pub. Ltd., 2013  |
| ISBN                    | 1-84968-715-3<br>1-299-19849-X   |
| Edizione                | [1st ed.]  |
| Descrizione fisica      | 1 online resource (110 p.)   |
| Disciplina              | 006.7  |
| Soggetti                | Multimedia systems<br>Web sites - Design<br>Application software - Development   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Includes index.  |
| Nota di contenuto       | Cover; Copyright; Credits; About the Author; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Building Blocks of Animation; Spinning control sample; Defining a dependency property in C# code; Defining visual presentation for spinning control; Bindings; Transforms; Storyboards and animations; Adding a rotation animation to our code; A brief overview of different Silverlight animation classes; Attached properties; Summary; Chapter 2: Animations in Business Logic Silverlight Applications; Animating Silverlight controls; Tools for animating controls<br>Animating a built-in button<br>Creating and animating custom button control; Animating navigation panels; Summary; Chapter 3: Creating Animated Textures; Background on Perlin noise; A bit of history; Perlin noise algorithm; Multi-scale Perlin Noise; Basic Perlin noise; Perlin noise algorithm implementation; ImageProcessingLibrary; Cloud simulation; Fire simulation; Summary; Chapter 4: 3D Animations in Silverlight; Perspective transform; Silverlight 5 three-dimensional functionality; 3D models; Vertex and pixel shaders; Compiling pixel shaders<br>Enabling your Visual Studio 2010 SP1 or Visual Studio 2012 to create and compile shaders<br>Creating the moving triangle application; The moving prism application; The 3D related topics that were left out; |

Summary; Chapter 5: Building an Animated Banner; What we aim to build; The globe image; Perspective transform; Code description; Referring to the globe image within an XAML file; Creating rotating lines of text; Animation storyboard; Placing the Silverlight banner within an HTML file; Summary; Appendix A: Creating and starting a Silverlight project  
Appendix B: AppendChanging the XAML formattingAppendix C: Installing snippets; Appendix D: Using snippets; Index

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## Sommario/riassunto

This book is written in simple, easy to understand format with lots of screenshots and step-by-step explanations. If you are a developer looking forward to create great user experience for your Silverlight applications with cool animations or create Silverlight banner ads, then this is the guide for you. It is assumed that the readers have some previous exposure to Silverlight or WPF.

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