



Microsoft  
Expression<sup>®</sup> Studio 3  
Quick Start Guide

**Microsoft**

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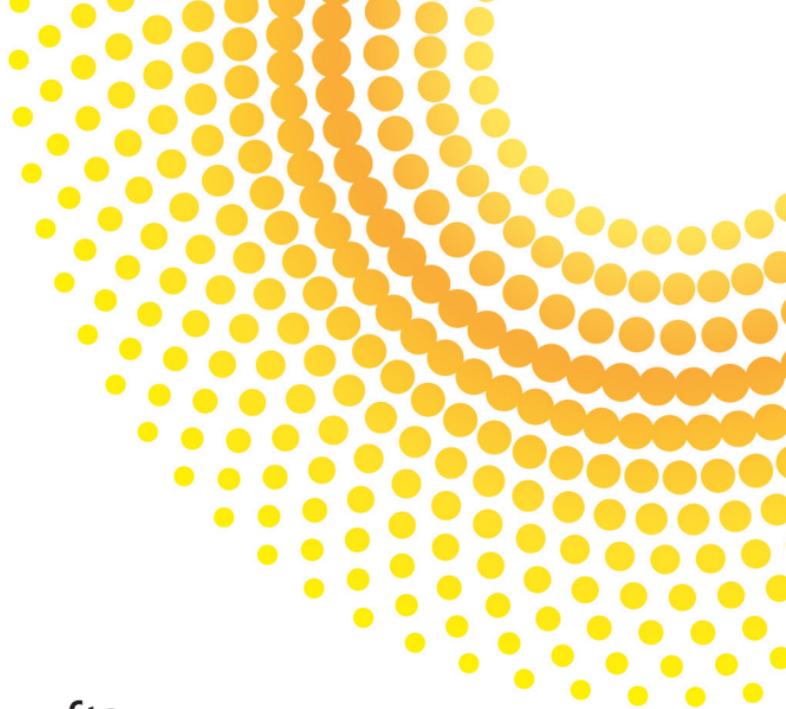
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# Microsoft® Expression® Studio 3

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# Before You Begin

## System requirements

Check the Expression Studio package to make sure that your computer meets the minimum system requirements.

## Product key

Find your 25-character product key on the disc holder inside the Expression Studio package. Type the key when prompted.

## Internet connection

If you plan to install additional components or get more information about Microsoft Expression® products, make sure that you have a working Internet connection.

# Installation Instructions

1. Insert the Expression Studio DVD into your computer's DVD drive. If the installation doesn't start automatically, browse to the disc drive, right-click the drive name, and then do one of the following:
  - On Windows Vista® or Windows 7, click **Install or run program**.
  - On Windows® XP, click **AutoPlay**.
2. Follow the on-screen instructions to install individual Expression programs or the entire Expression Studio.

## Troubleshooting installation

If you experience problems during installation, go to Microsoft Help and Support (<http://support.microsoft.com/oas>) for more information or assistance.



# Microsoft® Expression® Web 3

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# Welcome to Expression Web 3

Microsoft Expression Web 3 is a program for designing, developing, and publishing compelling, feature-rich websites that conform to web standards. Whether you're a web designer, a web developer, or a visual design professional, Expression Web can help you bring your designs to the web. These are some of the key features:

- **Web authoring** Create complete, standards-based sites. In addition to HTML and CSS, Expression Web supports ASP.NET, PHP, and AJAX.
- **SuperPreview** Compare your pages in multiple browsers simultaneously. Overlay views from two different browsers to troubleshoot layout and positioning errors.
- **Snapshot** See actual browser views of your page, using any browser installed on your computer, right in Expression Web.
- **Publishing** Publish your sites quickly and securely with multiple files transfer streams and secure FTP.
- **Media** Add interactive Microsoft Silverlight™ applications. Encode and add Silverlight videos. Import Deep Zoom photo compositions and Adobe Photoshop images to your pages.

For a complete list of new features, see “**What’s new**” in the Expression Web User Guide (on the **Help** menu).

# Explore the New Workspace

The Expression Web workspace integrates seamlessly with the rest of Microsoft Expression Studio, while retaining the features that you've come to depend on.

For more information, see [“Configuring your workspace”](#) in the Expression Web User Guide.

## 1 MENUS AND TOOLBARS

Eleven toolbars, organized by groups of related tasks, are available on the **View** menu.

## 2 EDITING WINDOW

The central area of the workspace is for editing pages. You can build and edit pages visually in **Design** view, which displays details such as margin and padding of elements. Or you can use **Code** view to edit HTML markup directly and fix errors. **Split** view shows **Design** and **Code** views at the same time.

## 3 STATUS BAR

The status bar shows you information about your page and program settings. If your page contains an error, an icon in the status bar lets you know and can take you right to the problematic code.

## 4 PANELS

The default workspace shows 6 of the available 20 panels. To customize your workspace, you can “unpin” a panel so that it is automatically hidden when you're not using it. You can drag a docked panel away from the program to display it in a floating window, or dock it in another location.



# Test Cross-Browser Compatibility with SuperPreview

Expression Web provides new tools to help make sure that the pages in your site work in multiple browsers. Using SuperPreview, you can set the baseline to your design browser, and then preview and compare pages simultaneously in multiple browsers, even in multiple versions of Windows Internet Explorer®. You can also compare browser views against a comprehensive layout (comp) image.

You can select an individual element in a page and see details about the selected element, helping you quickly find and fix cross-browser layout and positioning errors.

For more information, see [“Using SuperPreview”](#) in the Expression Web User Guide.



## 1 TOOLBAR

Choose the HTML page you want to preview, select the comparison and highlighting view modes, and turn the thumbnail display and positioning guides on and off.

## 2 VERTICAL-SPLIT LAYOUT VIEW

Select an element in any open browser view or DOM view to highlight it. You can also use the horizontal-split layout view to display browser views in a vertical stack, or the overlay view to display both browser views in the same window.

## 3 BROWSER SELECTION

Choose which browser to display in each view pane. You can add up to eight different browsers (any installed version of Internet Explorer or Mozilla Firefox) in the view pane on the right, and switch between them.

## 4 DOM VIEW

See where an element is in the Document Object Model (DOM) tree. If you're using the vertical-split or horizontal-split layout views, you can select an element in either browser view, and the DOM view will be updated to display the attributes for the selected browser view. Or, you can select an element in the DOM view to update the browser views.

## 5 ELEMENT ATTRIBUTE DISPLAY

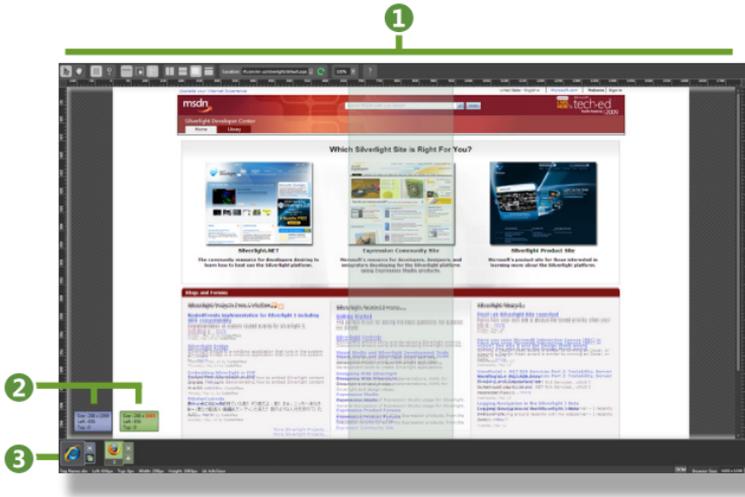
Select an element in a browser view. The size and position attributes of the selected element are displayed, along with its ID or class name (if it has one).

## 6 BROWSER VIEW SIZE

Select a fixed browser view size to compare how your pages render at different resolutions.

# Use Overlay Layout View for Pixel-Perfect Pages

In the **Overlay Layout** view of SuperPreview, you can compare how your page displays in two browsers at once. The **Overlay Layout** view “stacks” two browser views and helps you troubleshoot positioning errors down to the pixel.



## 1 OVERLAY LAYOUT VIEW

The two browser views are “stacked,” showing you any differences in how the browsers render each element.

## 2 ELEMENT POSITION DISPLAYS

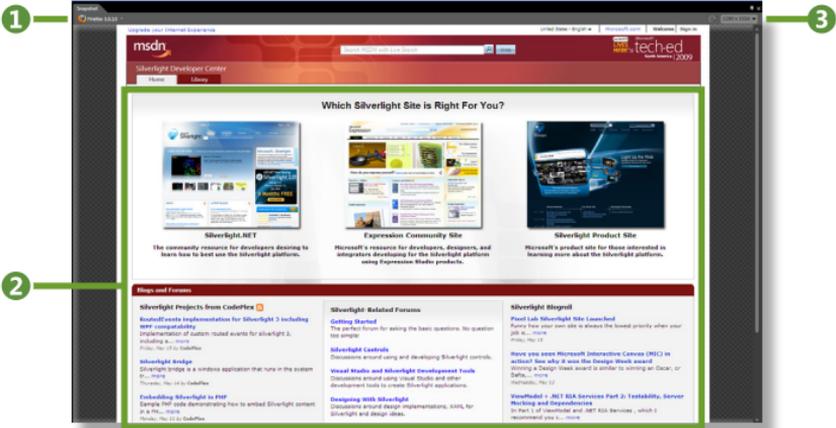
The actual browser position and the size of the selected element are displayed for each browser view.

## 3 BROWSER SELECTORS

Select the base browser and up to eight comparison browsers. Quickly switch back and forth between comparison views with a single click.

# Preview Pages Inside Expression Web

In the **Snapshot** panel, you can see how your page renders in the browser of your choice without leaving Expression Web. You can also move and dock the **Snapshot** panel wherever you like. Every time you save your page, Expression Web updates the **Snapshot** panel view to show you your changes. For more information, see “**Preview pages in Snapshot**” in the Expression Web User Guide.



## 1 SNAPSHOT BROWSER SELECTOR

The browser selector allows you to choose what browser the **Snapshot** panel will use to generate a preview.

## 2 SNAPSHOT PANEL

The **Snapshot** panel displays your page as rendered by the selected browser.

## 3 SNAPSHOT BROWSER WINDOW SIZE SELECTOR

Choose the browser window size for the **Snapshot** panel.

# Publish Files and Manage Sites with Ease

## Publish with Enhanced FTP

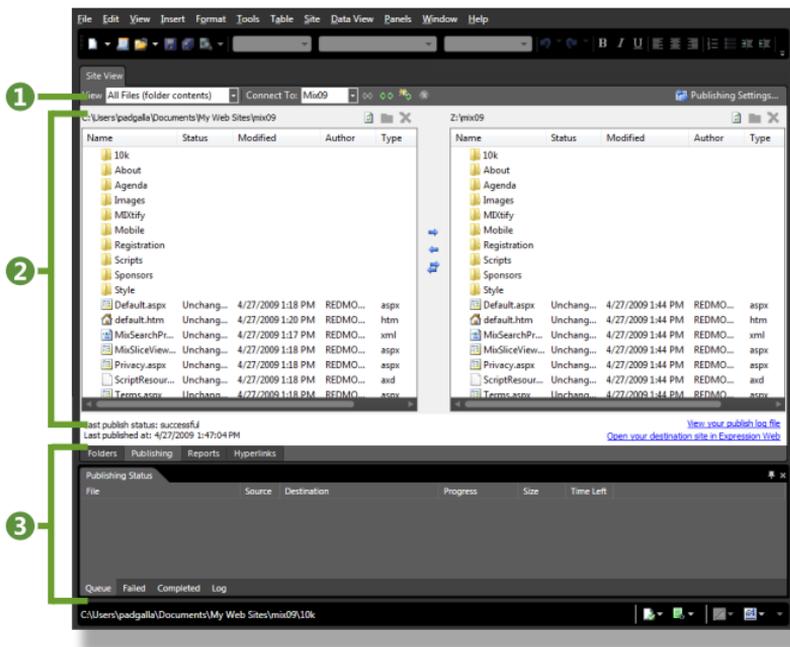
When you publish your files, Expression Web automatically transfers several files at a time instead of transferring them one by one. You can also publish your files securely, using FTPS or SFTP. For more information, see “[Publishing Sites](#)” in the Expression Web User Guide.

## Publish Sites Quickly and Securely

You can manage multiple sites and remote locations. Publishing files is fast and reliable, and you can publish the same site to different destinations. Configure multiple publishing destinations to let you publish a single site to many locations more easily. You can publish a site to a staging web server for testing, and then publish to a production server. For more information, see “[Publish files](#)” in the Expression Web User Guide.

## Manage Multiple Sites

Using Site Manager, you can add and remove sites from the list that Expression Web displays when you click **Open Site**. For more information, see “[Working with sites](#)” in the Expression Web User Guide.



### 1 PUBLISHING TOOLBAR

This toolbar contains shortcuts for tasks such as selecting, connecting to, or creating a new publishing destination.

### 2 PUBLISHING SITE VIEW

The left pane displays the files in your site (depending on the View setting). The right pane displays the files at your selected publishing destination. The buttons in the middle publish, download, or synchronize files between the two.

### 3 PUBLISHING STATUS PANEL

The bottom pane shows file transfer status and logs.

## Add Deep Zoom and Silverlight Media

You can add applications that are built with Silverlight to your pages. And with Deep Zoom support, you can create and add interactive Deep Zoom photo compositions that work with either Silverlight or Seadragon Ajax.

Expression Web also helps you create web-optimized versions of your Silverlight videos using Expression Encoder and add them to your page. You can even choose a “skin” to customize how the video player appears on your site.

For more information, see [“Add a Deep Zoom image to a page”](#) and [“Add Silverlight video to a page”](#) in the Expression Web User Guide.

### 1 DEEP ZOOM IMPORT

Choose Silverlight for performance or Seadragon Ajax for cross-platform capability.

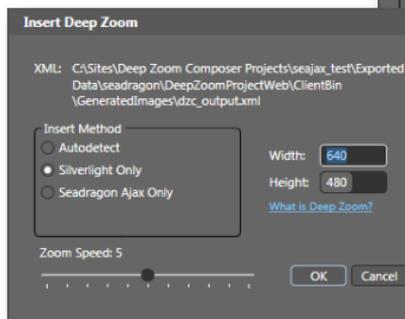
### 2 SILVERLIGHT VIDEO

Select a video to import and choose encoding options.

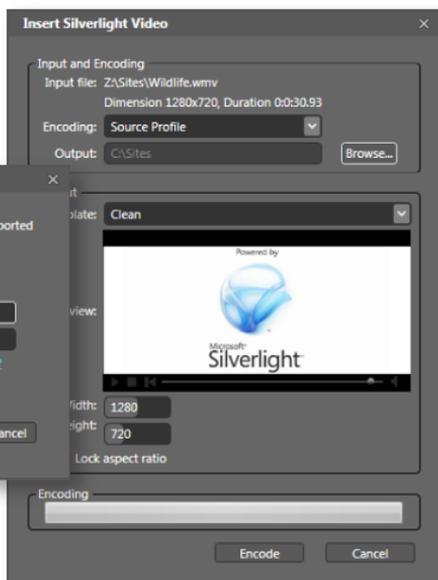
### 3 PUBLISHED MEDIA

Publish Silverlight Video and Deep Zoom images to your site.

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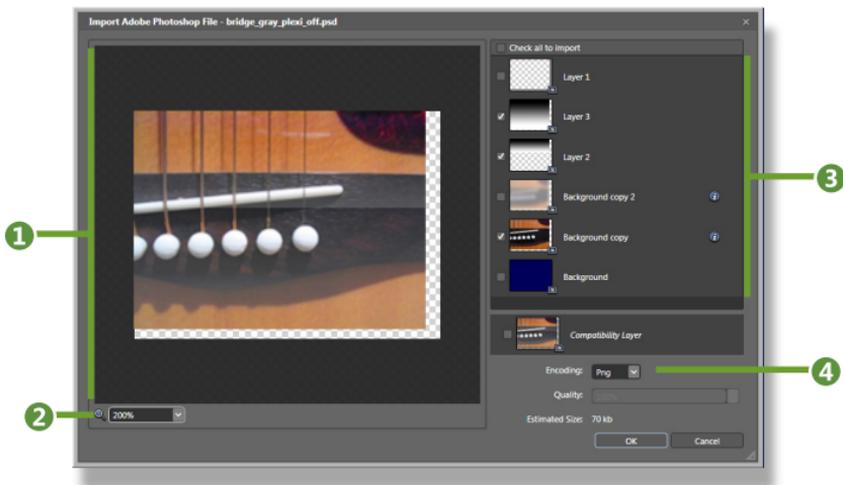


## Import Photoshop Images

When you import Photoshop images into a page, you can select a custom area of a Photoshop image to import, and even use Photoshop alignment guides to help define the custom image area. Alternatively, you can import the entire image canvas, including transparency and layer effects. You can drag a Photoshop image into your page to quickly import it.

If you make changes to your imported Photoshop images, you can reimport your Photoshop file into Expression Web, retaining your layer and conversion settings.

For more information, see [“Importing Photoshop images”](#) in the Expression Web User Guide.



### 1 PREVIEW PANE

The preview pane displays the image as it will appear in your page.

### 2 PREVIEW SIZE

You can use the preview size to see more detail in the image that you want to import.

### 3 LAYER SELECTOR

You can use the layer selector to choose which layers will be included in the final imported image.

### 4 ENCODING

You can use the encoding controls to choose whether to import the image as a PNG, JPG, or GIF image. If you choose JPEG, you can also choose the final image quality.



# Microsoft® Expression Blend™ 3

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# Welcome to Expression Blend 3

Microsoft Expression Blend™ 3 is an interaction design program for creating websites and applications based on Microsoft Silverlight and Windows Presentation Foundation (WPF). These are some of the key features:

- **SketchFlow** Create a working prototype that can be as rough or as real as you want it to be, replacing traditional approaches to prototyping such as using static comps or HTML click-throughs.
- **Design workflow** Import Adobe Photoshop and Adobe Illustrator files, speed up your work with artboard enhancements, and create animation with new features such as easing functions.
- **Sample data** Use sample data while you design data-connected applications, presenting a quick way to create the most commonly used controls for a particular data type, and switch to a live data source at any time.
- **Behaviors** Design custom and interactive visual experiences without writing code by using behaviors, prepackaged, reusable chunks of code that you can drag onto an object to create instant interactivity. You can even create your own behaviors by using the new SDK and toolkit.
- **Coding and IntelliSense** Modify code-behind files in a code editor in Expression Blend, while IntelliSense suggests endings to keywords as you type in both the code and XAML editors.

For a complete list of new features, see “[What’s new](#)” in the Expression Blend User Guide (on the **Help** menu).

# Explore the New Workspace

## Customizing Your Workspace

You can craft your ideal workspace by moving, resizing, floating, or collapsing panels. You can use AutoHide to minimize all panels, and then move your pointer over a panel to show it again temporarily.

## Managing Workspaces

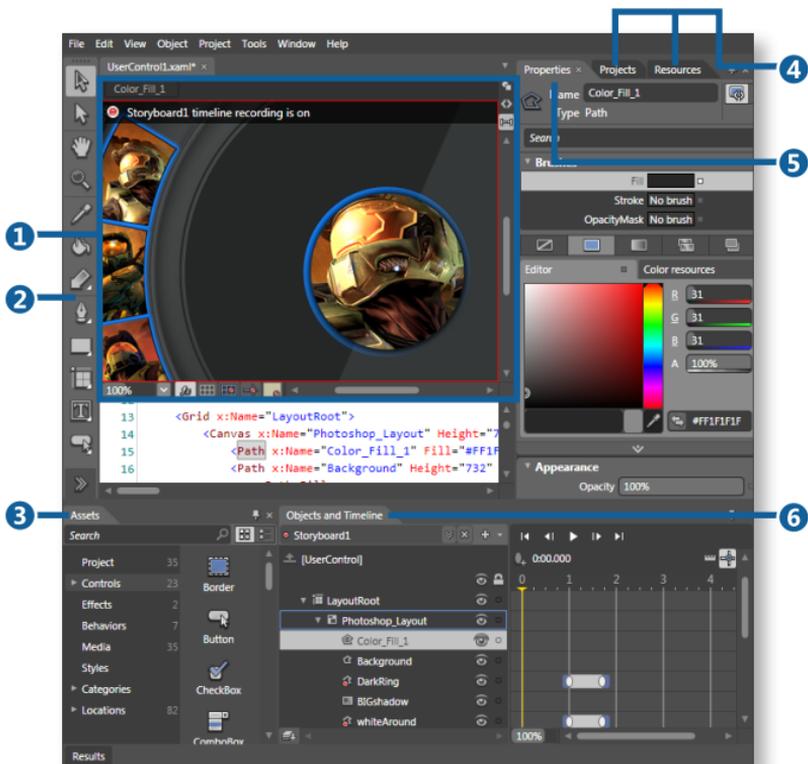
Expression Blend has two preset workspace configurations: Design and Animation. However, you can also save a favorite workspace configuration that you can use in the future. Save as many workspace configurations as you want, and then quickly switch between those workspaces when you want to.

## Views

Expression Blend has three working views:

- **Design view** Changes the artboard to the visual design view of your document. In this view, you can work directly with visual objects on the artboard.
- **XAML view** Changes the artboard to **XAML** view. In this view, you can edit XAML code manually.
- **Split view** Changes the artboard to a panel layout that shows both **Design** and **XAML** views. When you select an object, the respective line of XAML is highlighted.

For more information, see [“Adjusting your workspace”](#) in the Expression Blend User Guide.



### 1 ARTBOARD

Displays the visual design of a document in your application.

### 2 TOOLS PANEL

Provides the tools you use when you work in **Design** view, such as selection, drawing, and object tools.

### 3 ASSETS PANEL

Displays available controls, local styles, media, effects, and behaviors that you can add to the design surface.

### 4 PROJECT AND RESOURCES PANELS

Displays the files in your project, references to assemblies that contain controls, effects, and behaviors that you can use, and lists reusable resources that you can apply to objects.

### 5 PROPERTIES PANEL

Lists the properties of selected objects on the design surface.

### 6 OBJECTS AND TIMELINE

Lists the objects that are on the design surface. Use the timeline to animate objects.

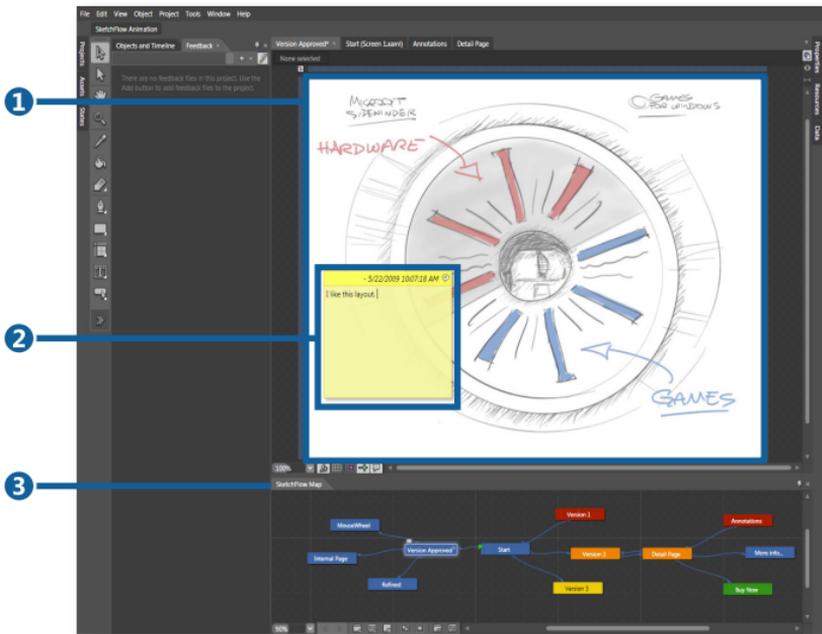
## Prototype with SketchFlow

With SketchFlow, the new prototyping feature in Expression Blend, designers can quickly and easily create an interactive map that represents the flow of an application. The map (a prototype project) consists of any number of “screens”: virtual whiteboards on which you can use sketch-styled controls or insert any of the existing user interface (UI) modeling features of Expression Blend to build a UI. You can also use screens to create reusable elements such as logos, backgrounds, or UI templates, and then include those screens as elements in other screens.

SketchFlow prototypes are real Windows Presentation Foundation (WPF) or Microsoft Silverlight applications. You can build a prototype project, run it, and then navigate through it, even if you have only initial sketches of your prototype.

You can also create design documentation that contains images of every screen and state from your SketchFlow prototype by exporting your prototype to a Microsoft Office Word document. Use the tools in Expression Blend, including animation, visual states, behaviors, and sample data, to create powerful, compelling prototypes that can be as close to real applications as you want them to be.

For more information, see [“Prototyping with SketchFlow”](#) in the Expression Blend User Guide.



## 1 ARTBOARD

The artboard gives you a view of individual screens on which you can draw wireframes with any of the drawing tools in Expression Blend, add controls from the **Assets** panel, or import images from applications such as Photoshop or Microsoft Office PowerPoint®.

## 2 ANNOTATIONS

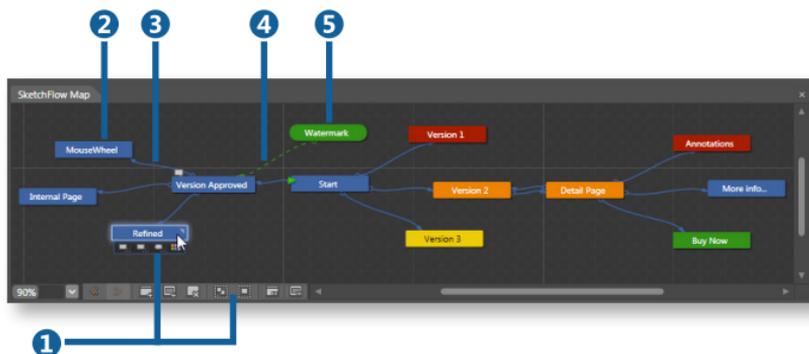
You can use the SketchFlow Player to gather feedback at run time, and then see that feedback in the **Feedback** panel in design time. You can also add annotations to your prototype in design time.

## 3 SKETCHFLOW MAP PANEL

The **SketchFlow Map** panel is a visual representation of the application workflow, beginning with the first screen and following the user interaction through the application flow.

## Create an Application Flow

You can easily sketch out a simple application flow in the **SketchFlow Map** panel, which appears at the bottom of the Expression Blend window when you're working in SketchFlow. It doesn't appear when you are working on other types of Expression Blend projects.



### 1 SKETCHFLOW MAP TOOLS

Use the options available to each screen or the options at the bottom of the **SketchFlow Map** panel to add or remove screens or to customize the appearance of the application flow in the **SketchFlow Map** panel.

### 2 SCREENS

Screens represent UI elements such as dialog boxes or pages throughout an application or a website.

### 3 NAVIGATION CONNECTIONS

Navigation connections imply navigation between two screens. In the SketchFlow Player, navigation connections simulate the navigation between screens in the **Navigation** panel.

### 4 COMPONENT CONNECTIONS

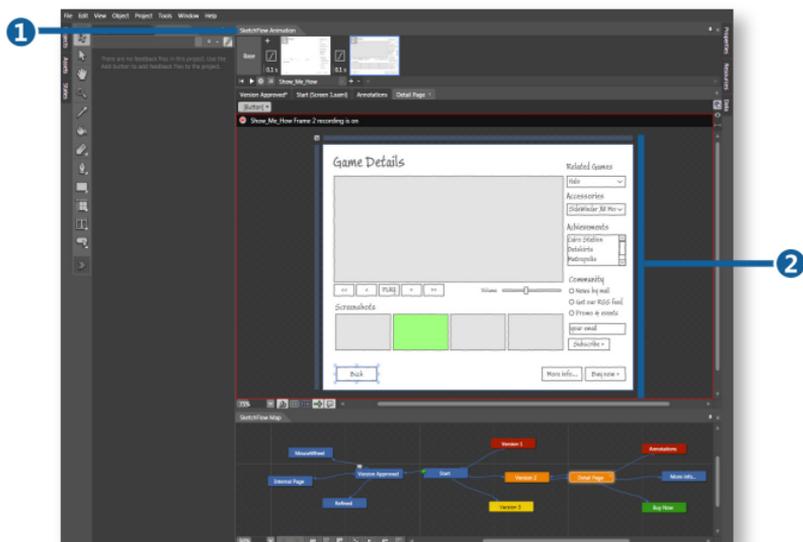
Component connections represent the locations where a component is reused throughout the prototype.

### 5 COMPONENT SCREENS

Component screens allow designers to create components that can be reused throughout the prototype.

## Create Content on the Artboard

The artboard gives you a view of individual screens on which you can draw wireframes with any of the drawing tools in Expression Blend, including SketchFlow styled controls. You can also import images from Photoshop to use as a starting point, and use the full range of controls available in Expression Blend for WPF and Silverlight applications. SketchFlow styles allow you to focus on the interactive design, rather than on the graphic design, in the early stages of prototype development. You can also use animations to illustrate how the user will interact with the application.



### 1 INTERACTIVITY

You can add interactivity to a prototype by creating animations, adding behaviors to screens and to individual elements on the screen, and using sample data to prototype data-driven user interfaces.

### 2 SKETCHFLOW STYLED CONTROLS

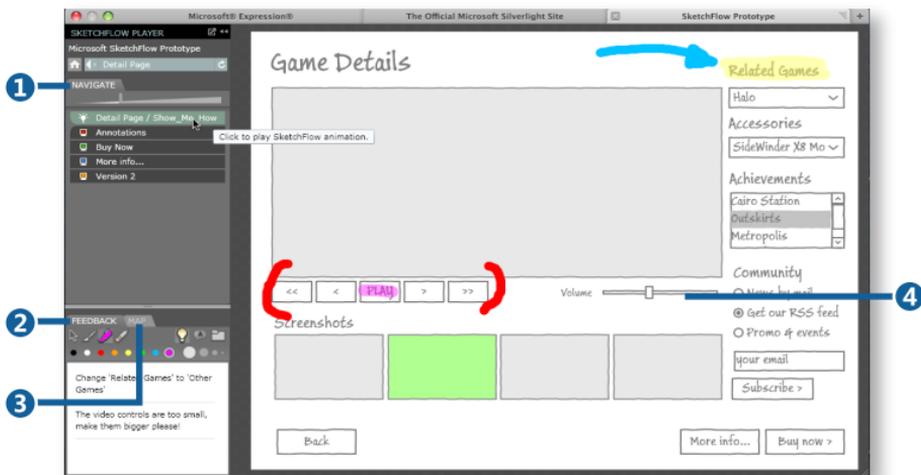
SketchFlow styled controls, controls with a hand-drawn look, help reviewers focus on user interaction rather than on graphic design.

## Run Your Prototype

Once you have created a prototype in SketchFlow, you can build the project, and then view it in the SketchFlow Player, a runtime environment that runs the SketchFlow project as it was designed.

SketchFlow makes this possible by running the prototype in a stand-alone player that lets you click through the prototype, change states within your UI, and run animations. The SketchFlow Player also makes it easy to distribute your prototype to reviewers and collect feedback. You can draw directly on the prototype, and also add comments. Feedback collected in the SketchFlow Player can be viewed in Expression Blend, where it can then be evaluated and implemented by the designer.

SketchFlow prototypes are fully functional Silverlight or WPF applications, which means that the prototypes themselves function in the same way as the final application will when it is built in either Silverlight or WPF.



## 1 NAVIGATE PANEL

You can navigate through a prototype by clicking through the screens in the **Navigate** panel.

## 2 FEEDBACK PANEL

You can leave text feedback for the designer by using the **Feedback** panel. Ink and highlighting tools can be used to mark up the screen.

## 3 MAP PANEL

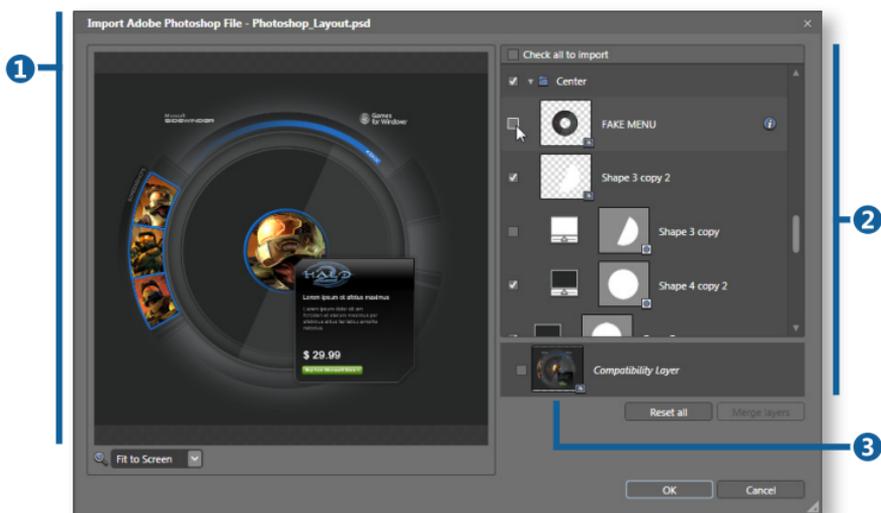
You can view the SketchFlow map in the **Map** panel, or use the command to display the SketchFlow map as an overlay on the SketchFlow Player window.

## 4 INTERACTIVE CONTROLS

You can interact with fully functional controls, such as buttons, lists, and menus, all while you are using the SketchFlow Player.

# Import Photoshop and Illustrator Files

You can import Photoshop (PSD) and Illustrator (AI) files directly into your Expression Blend project. Many features in the original file are preserved during import, including gradients, vector layers, adjustment layers, and text objects. The XAML that is generated from the imported file is optimized to keep the file size at a minimum. For more information, see [“Import Adobe Photoshop and Illustrator files”](#) in the Expression Blend User Guide.



## 1 PREVIEW PANE

Preview the art that will be imported.

## 2 PHOTOSHOP LAYERS

Select layers to import. Optionally merge layers that contain masks or unsupported features.

## 3 COMPATIBILITY LAYER

Include a layer that represents all layers merged into one.



### 1 ORIGINAL ART

View art as it appears in Photoshop.

### 2 IMPORTED ART

View the same art as it appears in Expression Blend.

### 3 LAYERS

Expression Blend preserves layer names, importing the layers as individual objects or layout containers to make them easy to work with.

# Use Sample Data to Design Data-Connected Applications

It's much easier to style objects that display data if you can actually see data in those objects. With Expression Blend, you can create sample data that you can see on the artboard. To create sample data, you can either import an XML file or define a schema in Expression Blend from which sample data values will be generated for you.

To display data, simply drag data objects onto objects on the artboard. Expression Blend also makes it easy to create master-detail visualizations and to work with sophisticated data controls like the DataGrid and TreeView.

The sample data system in Expression Blend lets you generate data-connected applications by making the data available at runtime for testing purposes, and by providing the ability to seamlessly switch between sample and live data sources during various stages of an application's development cycle.

For more information, see "[Creating Sample Data](#)" in the Expression Blend User Guide.

## 1 SAMPLE DATA

View and modify a collection of sample data in the **Edit Sample Values** dialog box.

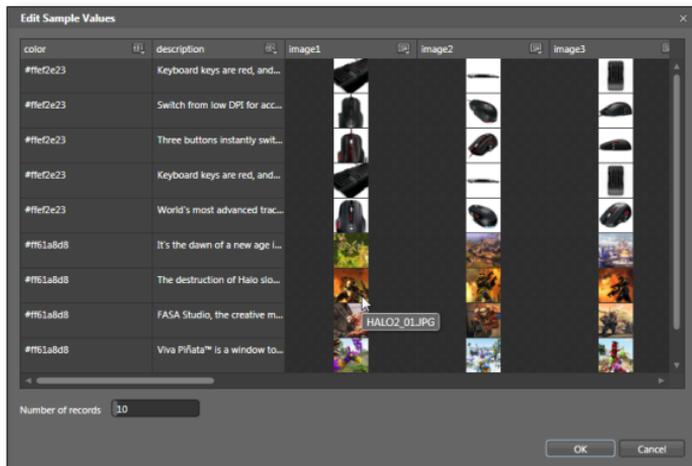
## 2 BINDING DATA

To display data, drag a collection of data onto an object such as a ListBox that has been customized to appear circular.

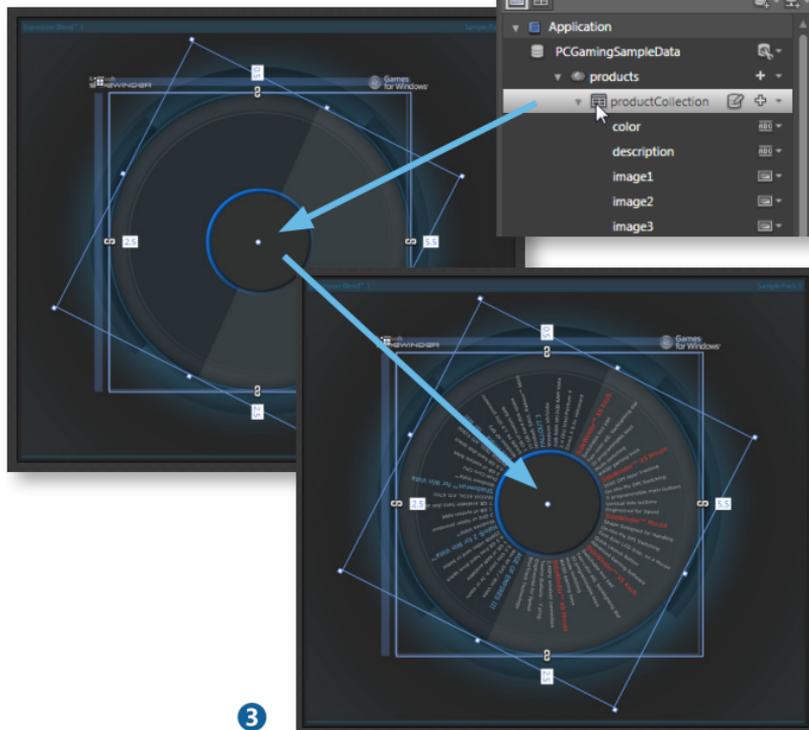
## 3 DISPLAYED DATA

Expression Blend interprets data values to determine the best way to display the data. For example, string data is displayed in TextBlock objects.

1



2



3

## Use Behaviors to Add Interactivity Without Code

You can use behaviors to add interactivity to your application without having to write any code. Behaviors are reusable pieces of packaged code that can be dragged onto any object, and then fine-tuned by changing properties. Instead of being limited to controlling storyboards or defining the appearance of controls, you can bring your application to life using the standard behaviors that come with Expression Blend, or those that are created by people in the Expression community. For more information, see “[Adding behaviors to objects](#)” in the Expression Blend User Guide.

Download custom behaviors from the Expression Gallery at <http://gallery.expression.microsoft.com>. Developers can use the new Expression Blend Software Development Kit (SDK) to create custom behaviors.

### 1 BEHAVIORS IN THE ASSETS PANEL

Drag one or more behaviors onto the objects in your application.

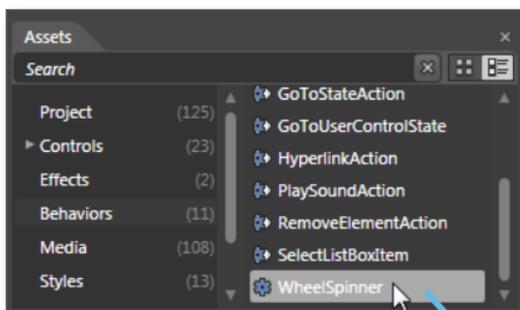
### 2 BEHAVIOR PROPERTIES IN THE PROPERTIES PANEL

Fine-tune an applied behavior by setting its properties.

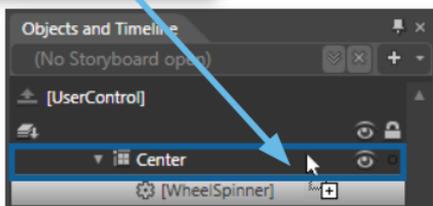
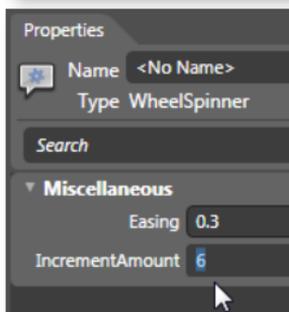
### 3 THE BEHAVIOR IN ACTION

Rotate the mouse wheel to see the WheelSpinner behavior move the Center grid object.

1



2



3



## Create New Controls from Scratch

If you want to create a reusable control from scratch, designing both its appearance and its behavior, you can make a *user control*. To design its appearance, you can draw everything on the artboard by using drawing tools, and by importing art and other assets. You can convert any objects into a new user control.

To design the interactivity of your user control, you can define a different visual appearance for each state that your control can be in. You can create animations that will occur when the control is in a state or when changing between states. To make the user control change states in response to user interaction, you can drop a prepackaged behavior onto your control so that you don't have to write any code. For more information, see "[Designing a user control from scratch](#)" in the Expression Blend User Guide.

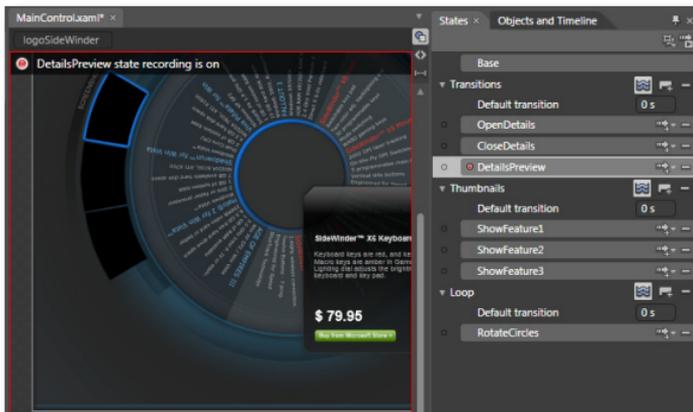
### 1 MODIFYING THE USER CONTROL

Define and design the different states that your control can exist in.

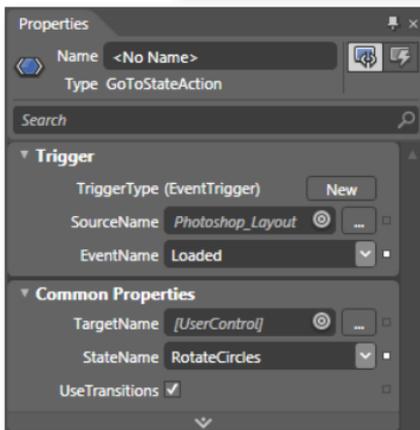
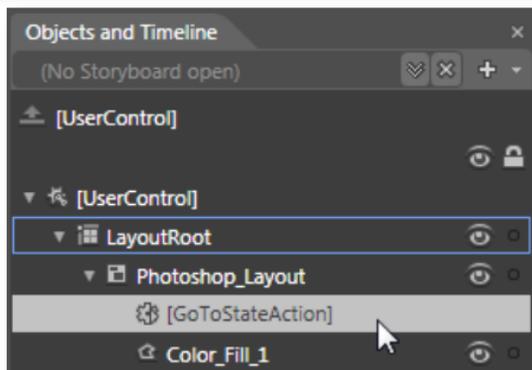
### 2 ADDING A BEHAVIOR

Use the `GoToStateAction` behavior to change states when an event occurs, such as when the user clicks part of the control.

1



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## Customize Existing Controls

Expression Blend comes with many WPF and Silverlight controls that you can use to create a great user experience. If you find a control that functionally fits your needs but doesn't look the way that you want it to, you can modify its template. Focus on your design by drawing everything on the artboard first, by using drawing tools, and by importing art or other assets. When you are done, you can convert your objects into a template for any control. Because the template affects only the appearance of the control to which it's applied, the interactivity of the control remains the same. For more information, see ["Styling a control that supports templates"](#) in the Expression Blend User Guide.

### 1 ORIGINAL OBJECTS

Select any group of objects to make them into a new template for a control.

### 2 MAKE INTO CONTROL DIALOG BOX

Select the type of control to make a template for.

### 3 MODIFYING THE TEMPLATE

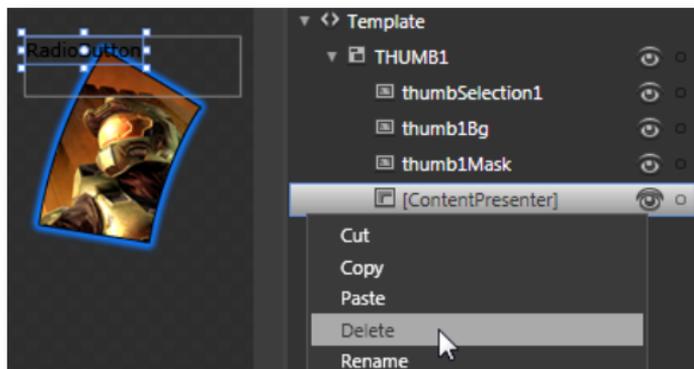
Modify the template by adding and removing objects. You can also define different visual states, add behaviors, and change the parts that objects will play in the template.

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# Microsoft® Expression® Encoder 3

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# Welcome to Expression Encoder 3

Microsoft Expression Encoder 3 is a program for creating high-quality audio and video that you can play back, or stream, seamlessly from the web. Expression Encoder integrates exceptionally well with the rich-media, interactive-presentation capabilities of Microsoft Silverlight, and also with the newest streaming technologies available. This version adds the ability to record your on-screen actions with Screen Capture, and refines your ability to use and customize H.264 compression. This version also uses improved Internet Information Services (IIS) Smooth Streaming features and multiple-bit-rate encoding to ensure that you present high-quality content wherever it is viewed. Expression Encoder also features improved VC-1 codecs for faster and more efficient encoding, especially when using multiple cores and processors.

To further refine your encoding experience, Expression Encoder adds the ability to add multiple source clips to your final video, the ability to refine nearly every key aspect of compressing your media, and the out-of-the-box availability of visually rich Silverlight 3 templates that hold your video presentation.

For a complete list of new features, see “[What’s new](#)” in the Expression Encoder User Guide (on the **Help** menu).

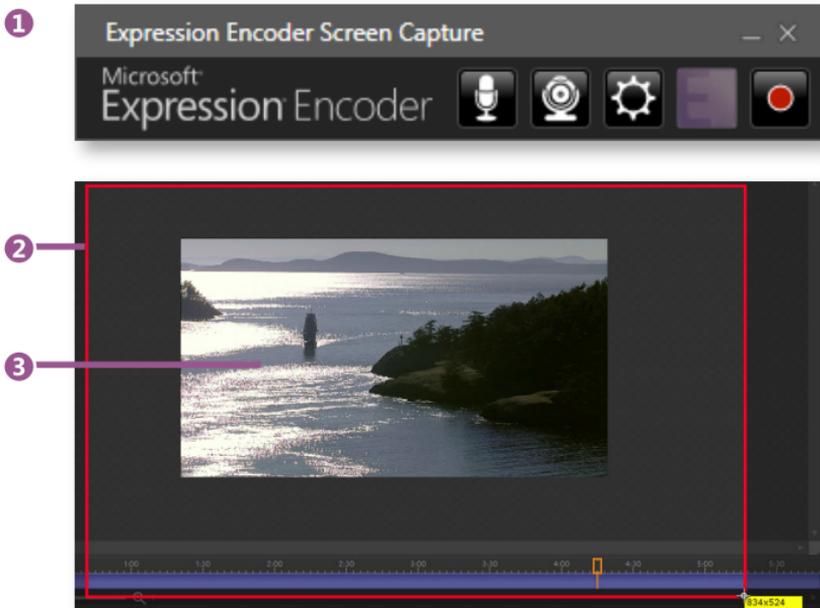
## Record Your On-Screen Movements

Expression Encoder includes the ability to perform screen captures. You can capture application screens or any other desktop element, and record any actions that you perform in those screens. In addition, Expression Encoder works in tandem with your web camera, so that you can also capture external video and audio as you capture your screen.

Because Screen Capture is so flexible, you can use it to create many types of presentations, from simple screenshot tutorials to fully-realized instructional videos that include screenshots and your voice and image. Whichever type of presentation you choose, Expression Encoder uses a special codec that minimizes CPU usage while maximizing the quality of your output, so you can be assured that you will be creating a high-quality file that will perform well in most viewing scenarios.

Once you have created your screen capture, you can open it in Expression Encoder for further editing and, finally, encode it for streaming.

For more information, see [“Using Screen Capture”](#) in the Expression Encoder User Guide.



### 1 SCREEN CAPTURE TOOLBAR

Use this toolbar to access all the options for setting up the video and audio preferences for your capture. You also initiate capture from this toolbar.

### 2 CAPTURE AREA

Drag a bounding outline around the area that you want to capture. You can capture a specific region, or you can capture an entire window or screen.

### 3 PREVIEW AND ADJUST THE CAPTURED IMAGE

Once you have captured the image, you can adjust its region. You can also send it to Expression Encoder for further editing.

## Encode Media Using H.264 Compression

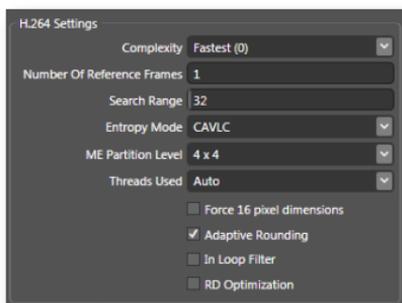
*(Expression Encoder with IIS Smooth Streaming only)*

Expression Encoder includes extensive tools for customizing your H.264-compressed media. H.264, or MPEG-4, is an industry standard for compressing high-quality video that you can play in a wide variety of scenarios, from the web to your mobile device or MP3 player. When you are compressing your file as H.264 in Expression Encoder, you are not confined to default compression settings. Instead, you can adjust many compression parameters to control the complexity of the encoding job. These are in addition to the usual set of parameters that you can control, including bit rate and video size. As you experiment with settings, you can use the A/B Compare feature to compare the results of different settings with each other. In the end, you can pick the H.264 settings that look best.

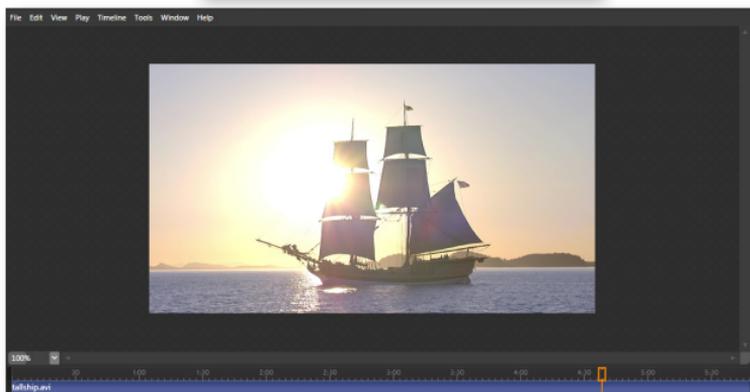
You can also use H.264 encoding for adaptive streaming scenarios. Adaptive streaming technology enables your content to be played back smoothly even in situations where the bandwidth is low.

For more information, see [“Set H.264 options”](#) in the Expression Encoder User Guide.

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### 1 H.264 ENCODING OPTIONS

Set precise H.264 encoding options to set exactly how you want your media compressed.

### 2 VIDEO ENCODING

Once you have set your options, encode your video.

### 3 TRANSFERRED CONTENT

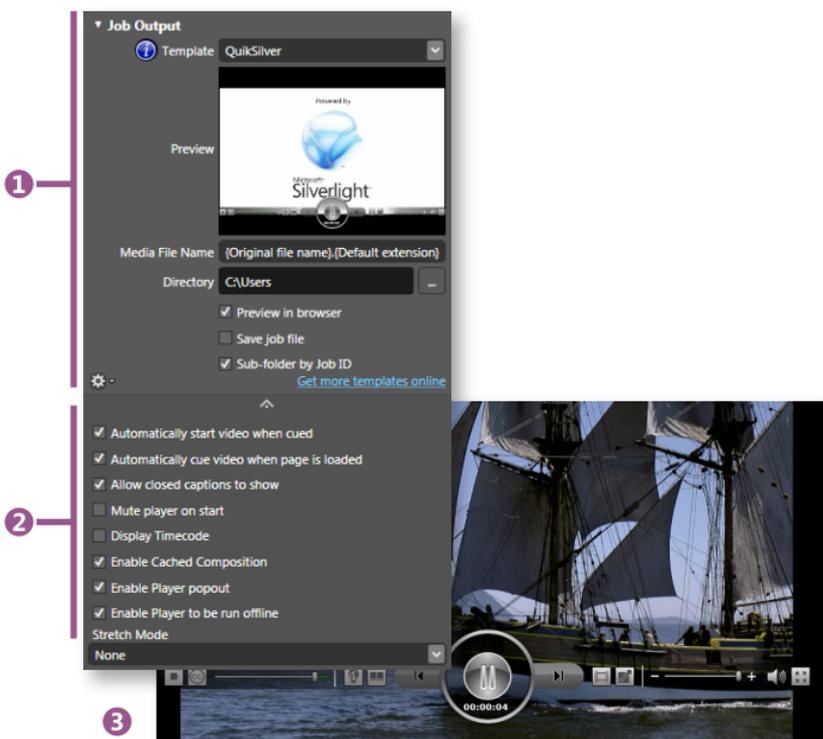
Once you are finished encoding, publish your H.264 content to the web directly from Expression Encoder, or use other software to transfer your content to a mobile device.

## Encode with New Silverlight Templates

Expression Encoder includes new Silverlight templates that you can apply to your encoded videos. These templates provide a graphically innovative and pleasing viewing environment, and also provide your users with tools to interact with your video content. You can use the tools in Expression Encoder to build your Silverlight experience by setting navigational markers in your video, creating captions, and experimenting with encoding profiles to find the one that best suits your audience. Then, not only can you choose the appropriate Silverlight template, but you can also control your audience's download experience by setting the video to automatically cue when the user loads your web page, or by setting the video to start automatically once it is cued.

The Silverlight templates were created to give you an easy way to create an appealing and functional Silverlight experience without needing to build your own skins. If you want to customize the templates, however, Expression Encoder provides the source code for them, so that you can fully edit them using Expression Blend.

For more information, see ["About Silverlight templates"](#) in the Expression Encoder User Guide.



### 1 TEMPLATE OPTIONS

In the **Job Output** category, preview and choose a template that suits you. If you like, you can also open this template in Expression Blend for editing.

### 2 PLAYBACK OPTIONS

Set the **Job Output** options to control the playback behavior of your video, including specifying whether the video plays automatically and whether the user can play the video offline.

### 3 THE VIDEO IN A SILVERLIGHT TEMPLATE

Once you are finished encoding, your browser launches to play back your video in a Silverlight template, just as your viewers will see it.

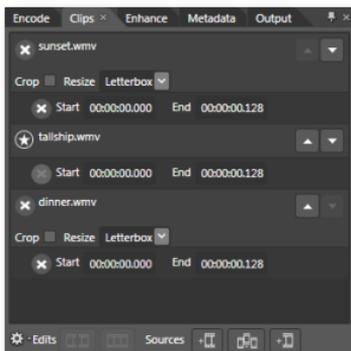
## Add Multiple Clips to the Timeline

With Expression Encoder, you can build a single timeline that is made up of several separate media files. With this feature, you can add any number of additional sources to your original source, thereby adding scenes to your video or audio productions.

The multiple clip feature integrates well with Silverlight technology. For example, after you add multiple clips to your video, you can, at each cut, assign a marker thumbnail representing the content of that clip segment. Then, you can encode your content to a Silverlight template that supports thumbnail navigation. After that, on playback, those thumbnails that you designated will be displayed as visual chapter markers that your viewers can click to navigate through your video. With just a few markers, you can create a highly interactive, streaming video presentation.

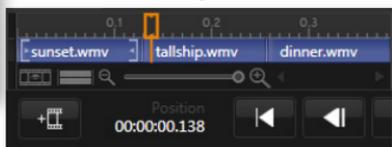
For more information, see [“Add multiple clips to the Timeline”](#) in the Expression Encoder User Guide.

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### 1 CLIP EDITS CATEGORY

Use the features here to add additional audio or video clips to your source clip.

### 2 ARRANGEMENT OF CLIPS

Completely rearrange the order of your added clips by changing their hierarchy here.

### 3 TIMELINE SHOWING ADDED CLIPS

On the **Timeline**, view the cut points and the name of every clip that you add.

### 4 THE FINAL PRODUCT

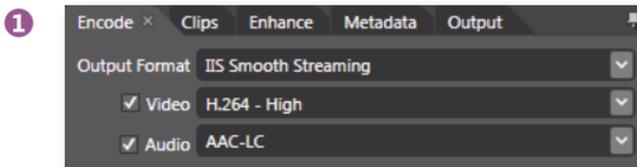
Once you finish encoding your media, all your multiple sources are present in a single clip.

## Enhance Video with IIS Smooth Streaming

You can use Expression Encoder to create streaming content that fully utilizes IIS Smooth Streaming technology. IIS Smooth Streaming is the Microsoft implementation of adaptive streaming technology, which enables a video to be encoded in varying bit rates, and on playback, to stream in “chunks.” In Expression Encoder, you can create and customize any number of streams of different bit rates. During playback, the Silverlight client determines the amount of bandwidth available for the content, and depending on availability, plays back only the stream encoded in the bit rate that is best suited for the viewer’s bandwidth availability. When bandwidth availability improves, the playback client switches to a higher-quality version of the stream, so that in any scenario, the client is getting the highest quality playback available. You can apply the adaptive streaming profile to any video source that you can import into Expression Encoder.

If you post your content to a computer running Windows 2008 Server with IIS 7.0, and you have the IIS Smooth Streaming plug-in, you can encode your videos for optimal playback in Silverlight clients, even in scenarios in which the viewer’s bandwidth can fluctuate.

For more information, see “[IIS Smooth Streaming](#)” in the Expression Encoder User Guide.



### 1 IIS SMOOTH STREAMING OUTPUT FORMAT

As you set your profiles, choose **IIS Smooth Streaming** as your output format.

### 2 HIGH-DEFINITION IIS SMOOTH STREAMING PLAYBACK

With IIS Smooth Streaming, your audience can now view uninterrupted, high-quality video, despite fluctuations in bandwidth.

### 3 STREAMING INFORMATION FOR YOUR VIDEO

As your video streams, you can click a Silverlight control to see the status of your bandwidth and how IIS Smooth Streaming is adjusting your video to compensate.

## Broadcast on the Fly with Live Encoding

By using Live Encoding in Expression Encoder, you can encode, stream, and save a broadcast as you create it. You can also set up any number of live audio and video sources, cue up existing content, and begin a live broadcast that can include captions. You decide how complex it will be, and Expression Encoder will handle the rest.

## Optimize Playback Using VC-1 Codecs

The VC-1 codecs in Expression Encoder represent the latest in interlaced and progressive frame-rate encoding. They provide high-quality compression at both low and high bit rates, so that even in low-bandwidth playback scenarios, you can be assured that your content will look as good as it can, and will play smoothly.

## Use Presets to Set Your Encoding Options

To help you work rapidly and with the highest quality settings for your encoding scenario, Expression Encoder includes presets that you can quickly apply to any content that you import. Using these, you can rapidly create high-quality content, and apply the same settings to any number of files. You can also save your custom settings as presets that you can apply repeatedly to future content.

## Enrich Your Video with Subtitles and Overlays

You can enliven or brand your content by adding subtitles and overlays, which are video images that appear on top of your original image. Expression Encoder supports both transparent and motion overlays. You can also use the Script Commands feature to create captions that will appear and fade when you specify.



# Microsoft® Expression® Design 3

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# Welcome to Expression Design 3

Expression Design is an application for creative professionals and developers who want to build graphics for application user interfaces, the web, or any other medium.

The convenience and ease of editing vector graphics in Expression Design can be a cornerstone of your Windows Presentation Foundation (WPF) application or Microsoft Silverlight website.

Whether you're a veteran professional illustrator, a designer building a website, or a budding artist experimenting with various styles and techniques, Expression Design can help you accomplish your creative tasks.

For a complete list of features, see "**What's new**" in the Expression Design User Guide (on the **Help** menu).

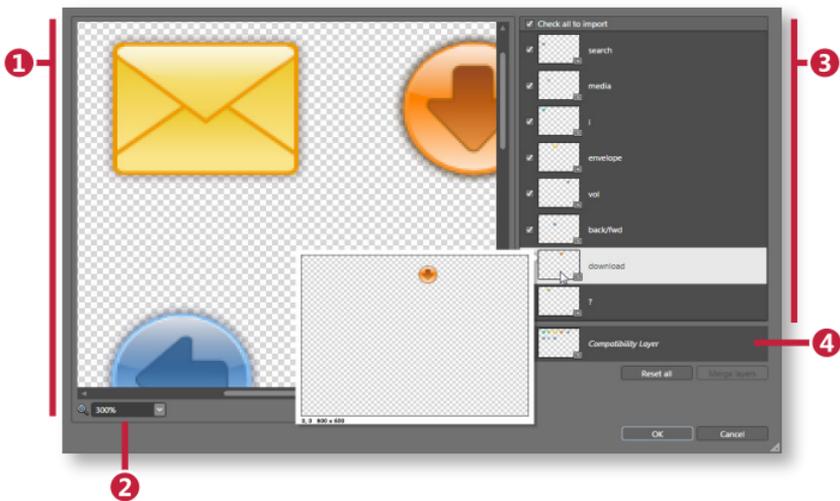
## Import Photoshop and Illustrator files

You can import an Adobe Photoshop (PSD) or Adobe Illustrator (AI) file into Expression Design in four different ways:

- Using the **Import** commands.
- Opening the PSD or AI file directly.
- Dragging the file into Expression Design using Windows Explorer.
- Dragging the file into Expression Design from the desktop.

You can import Photoshop files as single layers, groups, or Photoshop layers.

For more information, see “[Import Photoshop and Illustrator files](#)” in the Expression Design User Guide.



### 1 PREVIEW PANE

In the preview pane, view the PSD file as it will appear on the artboard in Expression Design.

### 2 ZOOM AND PAN

Use the zoom control to see more detail in the PSD file that you want to import. Move the cursor into the preview pane to pan the previewed PSD file.

### 3 LAYERS IN THE PANEL

Import layers as individual images that are editable in Expression Design as text or vector objects. You can also import Photoshop layers, as well as layer groups if the file includes Photoshop groups.

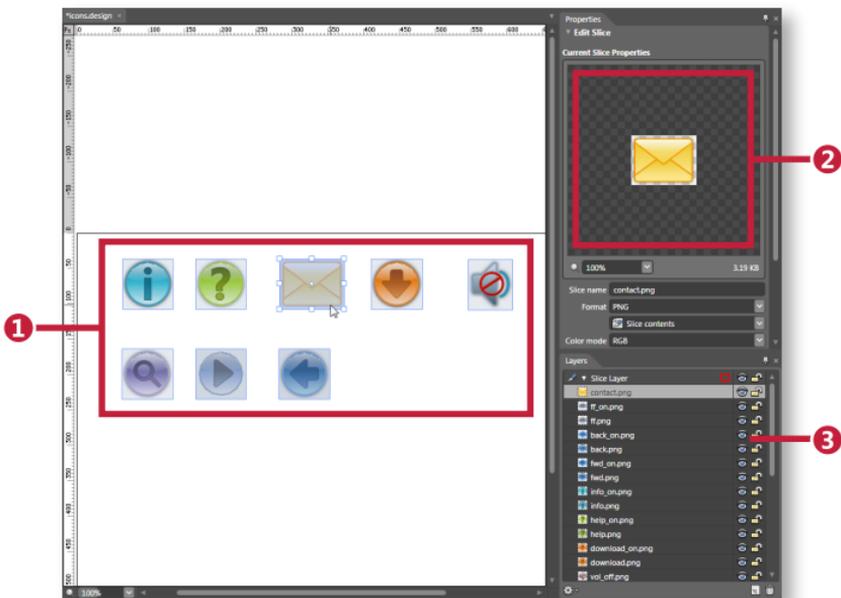
### 4 COMPATIBILITY LAYER

Include a layer that represents all layers merged into one. Optionally, merge layers and import the layers as a single image file.

## Slice Up Your Artwork

With the **Slice** tool, you can create and export stand-alone sections (slices) of your artwork from anywhere in your file. You can hide the objects or layers that you do not want to appear in each slice. For example, if you use Expression Design to create a mockup of a user interface for an application, you can slice up each part of the user interface and export the parts as XAML files that will be converted into user controls in Expression Blend. As another example, you can create multiple slices that display the same parts of your artwork, and then configure different export properties for each slice to export the artwork in multiple file formats (PNG, XAML, and so on).

Slices you have created appear as layers in the **Slice Layer** section of the **Layers** panel. For more information, see [“Slices overview”](#) in the Expression Design User Guide.



### 1 SLICES ON THE ARTBOARD

You can use the **Slice** tool to draw a slice over an object or a group of objects to create a slice. A blue bounding box identifies your slice areas on the artboard.

### 2 SLICE PREVIEW

The slice preview in the **Properties** panel shows slice properties and options, such as slice name, file format, and color mode, for the selected slice.

### 3 SLICE LAYERS

Each time you create a new slice on the artboard, a new layer appears under **Slice Layer** in the **Layers** panel to represent the content of your new slice.

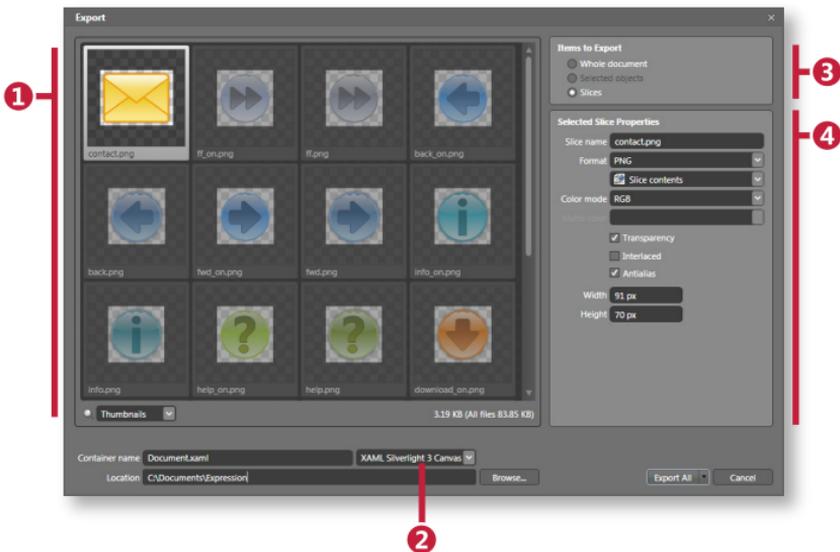
## Exporting for Silverlight and WPF

At any point, you can export your work (whether a path, a slice, a selection, or the entire document) as a XAML file that you can then add to a Microsoft Silverlight or Windows Presentation Foundation (WPF) project in Expression Blend. You can export the following:

- The entire document as a single XAML Silverlight or WPF canvas document.
- Selected objects as a single XAML Silverlight or WPF canvas document.
- Slices of your artwork as individual XAML Silverlight or WPF canvas documents.
- Slices of your artwork as individual XAML Silverlight or WPF canvas objects in a single XAML Silverlight canvas document.
- Slices of your artwork as individual images in a XAML Silverlight or WPF canvas document.

You can also modify export properties (including object names, image formats, color modes, and text layers) to create the XAML file that best suits your needs.

For more information, see **“Export and print”** in the Expression Design User Guide.



### 1 PREVIEW PANE

Preview the item that you plan to export. For example, if you select the **Slices** option, you'll see a preview of each slice.

### 2 CONTAINERS

Specify a container for your output, such as a resource dictionary, WPF canvas, Silverlight canvas, or HTML and images.

### 3 ITEMS TO EXPORT

Choose the entire document, selected objects, or slices.

### 4 EXPORT OPTIONS

Specify the properties that you want (for example, name, format, and color mode) for your exported file.

## Keyboard Shortcuts for Expression Web

Cycle through open web pages	CTRL+TAB
Preview a web page in a browser	F12 or CTRL+SHIFT+B
Display a page in SuperPreview	SHIFT+F12
Move through <b>Code</b> , <b>Design</b> , and <b>Split</b> views	CTRL+PAGE DOWN or CTRL+PAGE UP
Select a Snapshot browser size	I
Select a Snapshot browser	B
Connect to publishing destination	CTRL+ALT+C
Disconnect from publishing destination	CTRL+ALT+D
Add publishing destination	CTRL+ALT+A
Stop the publishing operation in progress	CTRL+ALT+X
Change the Publishing Settings	CTRL+ALT+S
Publish files to the publishing destination	CTRL+ALT+P
Get files from the publishing destination	CTRL+ALT+G
Synchronize files (between the publishing source and the publishing destination)	CTRL+ALT+Y
Insert a hyperlink	CTRL+K
Quick tag editor	CTRL+Q
Go to line	CTRL+G
Insert code snippet	CTRL+ENTER
Insert end tag	CTRL+PERIOD
Insert start tag	CTRL+COMMA
Insert HTML comment	CTRL+/ /
Complete word	CTRL+SPACEBAR
Select tag and its contents	CTRL+SHIFT+COLON (:)
Find matching tag	CTRL+SEMICOLON (;)

## Keyboard Shortcuts for SuperPreview

Open a web page	CTRL+O
Add a new browser slot	CTRL+N
Select baseline browser view	0
Select comparison browser view slots 1 to 7	1-7 for matching slot
Clear baseline browser	CTRL+DEL
Clear selected browser	DEL
Select the URL address bar	ALT+D or F4
Refresh the display	CTRL+R or F5
Toggle ruler display	R
Toggle DOM view display	O
Toggle lights-out display	L
Toggle the thumbnail preview display	T
Toggle guide display	CTRL+SEMICOLON (;)
Select vertical split layout view	A
Select horizontal split layout view	S
Select overlay view	D
Select single browser view	F
Select selection mode	V
Select panning mode	H
Select browser size	I
Zoom to 100%	CTRL+1
Zoom to fit page	CTRL+0
Zoom in	CTRL+PLUS SIGN or PLUS SIGN
Zoom out	CTRL+MINUS SIGN or MINUS SIGN
Pan the browser views	SPACEBAR+arrow keys

## Keyboard Shortcuts for Expression Blend

Save a copy of the solution or site	CTRL+SHIFT+P
Cycle through <b>Design</b> , <b>XAML</b> , and <b>Split</b> views	F11
Pan the workspace	Hold down SPACEBAR
Zoom in	CTRL+EQUAL SIGN
Zoom out	CTRL+MINUS SIGN
Fit all to the screen size	CTRL+0
Fit the selection to the screen size	CTRL+9
View the artboard at actual size	CTRL+1
Show or hide handles	F9
Show or hide object boundaries	CTRL+SHIFT+H
Edit the text in a control	F2 (ESC to exit)
Edit a UserControl	CTRL+E
Make the selected objects the same width	CTRL+SHIFT+1
Make the selected objects the same height	CTRL+SHIFT+2
Make the selected objects the same size	CTRL+SHIFT+9

## Keyboard Shortcuts for Expression Blend

Flip the selected object horizontally	CTRL+SHIFT+3
Flip the selected object vertically	CTRL+SHIFT+4
Auto-size width	CTRL+SHIFT+5
Auto-size height	CTRL+SHIFT+6
Group objects into layout container	CTRL+G
Ungroup objects	CTRL+SHIFT+G
Bring to the front	CTRL+SHIFT+CLOSE BRACKET (])
Bring forward	CTRL+CLOSE BRACKET (])
Send to the back	CTRL+SHIFT+OPEN BRACKET ([)
Send backward	CTRL+OPEN BRACKET ([)
Pin active container	CTRL+SHIFT+D
Make a clipping path	CTRL+7
Release a clipping path	CTRL+SHIFT+7
Make a compound path	CTRL+8
Release a compound path	CTRL+SHIFT+8
Lock selection	CTRL+L
Unlock all objects	CTRL+SHIFT+L
Show selection	CTRL+T
Hide selection	CTRL+3

## Keyboard Shortcuts for Expression Blend

Add a new item to the project	CTRL+N
Add an existing item to the project	CTRL+I
Add a reference to a DLL	ALT+SHIFT+R
Build the project	CTRL+SHIFT+B
Run the project or site	F5
Make a UserControl from the selected objects	F8 (CTRL+E to edit)
Create an annotation	CTRL+SHIFT+T
Switch between workspaces	F6
Reset the current workspace	CTRL+SHIFT+R
Show or hide the <b>Results</b> panel	F12
Show or hide panels (AutoHide)	F4 or TAB
Show the <b>Assets</b> panel (from the <b>Tools</b> panel)	CTRL+PERIOD
Cycle through open documents	CTRL+TAB
Temporarily use the <b>Selection</b> tool (while a different tool remains selected)	Hold down CTRL
Constrain proportions of objects	Hold down SHIFT
Rotate an object in 15-degree increments	Hold down SHIFT
Nudge objects	arrow keys
Duplicate an object	Hold down ALT and drag the object you want to duplicate
Reparent an object	Drag the object over a layout panel and press ALT

## Keyboard Shortcuts for SketchFlow

Build and play a SketchFlow project	F5
Show or hide panels (AutoHide)	F4 or TAB
Show or hide the <b>Results</b> panel	F12
Show or hide the <b>SketchFlow Map</b> panel	SHIFT+F12
Show <b>Assets</b> panel (from the <b>Tools</b> panel)	CTRL+PERIOD
Cycle through open documents	CTRL+TAB
Close all other open documents	CTRL+ALT+W
Reset the current workspace	CTRL+SHIFT+R
Pan the workspace	Hold down SPACEBAR
Zoom in	CTRL+SHIFT+PLUS SIGN
Zoom out	CTRL+SHIFT+MINUS SIGN
Fit all to the screen size	CTRL+SHIFT+CLOSE BRACE (})
Fit the selection to the screen size	CTRL+SHIFT+OPEN BRACE ({)
Create an annotation	CTRL+SHIFT+T
Make into component screen	SHIFT+F8
Rename a screen in the SketchFlow Map	SHIFT+F2
Delete a screen in the SketchFlow Map	SHIFT+DEL
Move one frame to the left ( <b>SketchFlow Animation</b> panel)	LEFT ARROW
Move one frame to the right ( <b>SketchFlow Animation</b> panel)	RIGHT ARROW
Pan the SketchFlow Map	Hold down SPACEBAR
Create a navigation screen	CTRL+SHIFT+I
Create a component screen	CTRL+SHIFT+K

## Keyboard Shortcuts for Expression Encoder

Import	CTRL+I
Encode	CTRL+E
Cancel encode	ESC
Set in trim point	CTRL+SHIFT+I
Set out trim point	CTRL+SHIFT+O
Move playhead to in point	CTRL+COMMA
Move playhead to out point	CTRL+PERIOD
Add marker	CTRL+M
Delete selected marker	CTRL+DEL
Update selected marker time	CTRL+U
Clear markers	CTRL+ALT+SHIFT+DEL
Add script	CTRL+SHIFT+M
Remove script	CTRL+SHIFT+DEL
Update script time	CTRL+SHIFT+U
Add source at start	CTRL+L
Add source at end	CTRL+T
Add source at playhead	CTRL+G
Add Audio Overlay	CTRL+SHIFT+A

## Keyboard Shortcuts for Expression Encoder

Enter or exit Live Encoding Mode	CTRL+H
Load settings	CTRL+O
Save settings	CTRL+S
Add live source	CTRL+L
Add file source	CTRL+F
Start broadcasting	CTRL+E
Cancel broadcasting	ESC
Play live source 1...9, or 10	CTRL+1...9, or CTRL+0 to play live source 10
Play file source 1...9, or 10	CTRL+SHIFT+1...9, or CTRL+SHIFT+0 to play file source 10
Enter or exit A/B Compare mode	CTRL+K
Build preview (A/B Compare mode)	CTRL+B
Cancel build preview (A/B Compare mode)	CTRL+SHIFT+B
Reset workspace	CTRL+SHIFT+R
Show or hide panels (AutoHide)	F4

## Keyboard Shortcuts for Expression Design

Import image	CTRL+I
Export	CTRL+E
Adjust document size	CTRL+ALT+P
Adjust artboard size	CTRL+ALT+C
Turn on Pixel Preview	CTRL+ALT+Y
Copy XAML	CTRL+SHIFT+C
Create a slice from current selection	CTRL+SHIFT+K
Paste in front	CTRL+F
Paste in back	CTRL+B
Paste with layer	CTRL+ALT+L
Group	CTRL+G
Ungroup	CTRL+SHIFT+G
Repeat last transform	CTRL+D
Bring to front	CTRL+SHIFT+CLOSE BRACKET (])
Bring forward	CTRL+CLOSE BRACKET (])
Send backward	CTRL+OPEN BRACKET ([)
Send to back	CTRL+SHIFT+OPEN BRACKET ([)
Convert object to path	CTRL+SHIFT+O
Reverse path	CTRL+R
Join path	CTRL+J
Close path	ALT+J
Make compound path	CTRL+8
Release compound path	CTRL+SHIFT+8

## Learning and Community Resources

In addition to the User Guides (on the **Help** menu for each Expression product), the following content and resources are available:

- **Expression community website**  
<http://expression.microsoft.com>
- **Expression discussion forums**  
<http://social.expression.microsoft.com/forums>
- **Expression Gallery**  
<http://gallery.expression.microsoft.com>
- **Expression Library**  
<http://expression.microsoft.com/library>
- **Silverlight**  
<http://silverlight.net/Learn>
- **Feedback and bug reporting center**  
<https://connect.microsoft.com/Expression>
- **Microsoft Help and Support**  
<http://support.microsoft.com/oas>

