**Reusable ControlTemplate with StoryBoard**

Pouzite v zmenovadle:

<Style x:Key="ColoredButton" TargetType="Button">

<Setter Property="BorderThickness" Value="1.2" />

<Setter Property="Background" Value="Transparent" />

<Setter Property="Width" Value="35" />

<Setter Property="Margin" Value="10" />

<Setter Property="Template">

<Setter.Value>

<ControlTemplate TargetType="{x:Type Button}">

<Border

Name="Border"

BorderBrush="{TemplateBinding BorderBrush}"

BorderThickness="{TemplateBinding BorderThickness}"

CornerRadius="16">

<Border

Name="InnerBorder"

Background="{TemplateBinding Background}"

CornerRadius="20">

<ContentPresenter

Margin="{TemplateBinding Padding}"

HorizontalAlignment="Center"

VerticalAlignment="Center"

RecognizesAccessKey="True" />

</Border>

</Border>

<ControlTemplate.Triggers>

<EventTrigger RoutedEvent="MouseEnter">

<EventTrigger.Actions>

<BeginStoryboard>

<Storyboard>

<ColorAnimation

Storyboard.TargetProperty="(Button.Background).(SolidColorBrush.Color)"

From="Transparent"

To="GreenYellow"

Duration="0:0:0.3" />

</Storyboard>

</BeginStoryboard>

</EventTrigger.Actions>

</EventTrigger>

<EventTrigger RoutedEvent="MouseLeave">

<EventTrigger.Actions>

<BeginStoryboard>

<Storyboard>

<ColorAnimation

Storyboard.TargetProperty="(Button.Background).(SolidColorBrush.Color)"

From="GreenYellow"

To="Transparent"

Duration="0:0:0.3" />

</Storyboard>

</BeginStoryboard>

</EventTrigger.Actions>

</EventTrigger>

<Trigger Property="IsPressed" Value="True">

<Setter Property="RenderTransform">

<Setter.Value>

<ScaleTransform ScaleX=".9" ScaleY=".9" />

</Setter.Value>

</Setter>

<Setter Property="RenderTransformOrigin" Value=".5,.5" />

</Trigger>

</ControlTemplate.Triggers>

</ControlTemplate>

</Setter.Value>

</Setter>

</Style>