# Convert Bitmap Images To Vector In Flash

Learn how to convert a bitmap image to vector format in Flash using the Trace Bitmap Command

Instead of drawing and recreating a bitmap file in Flash, you can use the trace bitmap command in Flash to recreate a bitmap image in vector format. This is useful if you want to animate certain parts of an image or change colors or outlines of parts of an image. You can also use this to get some cool looking effects. Let's get started!

1. Import an image in Flash by opening a Flash document and clicking on **File > Import > Import to Stage.** Choose the image and click on ok.

2. Select the bitmap image on the stage and click on **Modify > Bitmap > Trace Bitmap**.
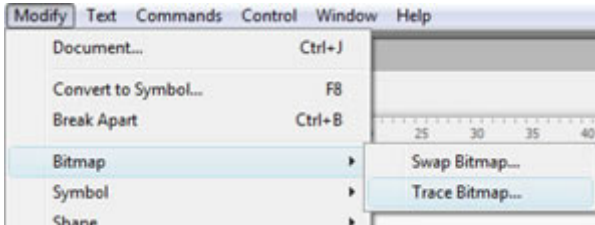
3. Try different values to get different trace effects.

In the above example, you can see the trace is not very detailed but it makes for a cool effect. The color threshold is 100 and the minimum area is 100 pixels with the curve fit and corner threshold **Normal**. High values give less color detail. Notice that the different shades are not showing. Also the edges are slightly jagged as we have given normal curve fit and corner threshold.

No lets try out some different values.

As we have reduced the color threshold and minimum area and put very tight curve fit and many corners for the corner threshold, you can see that there is more color and curve detail.

You can play around with the values to get different effects and details of the bitmap image.

You can now choose the different parts of the vector and change colors, create special effects etc!