



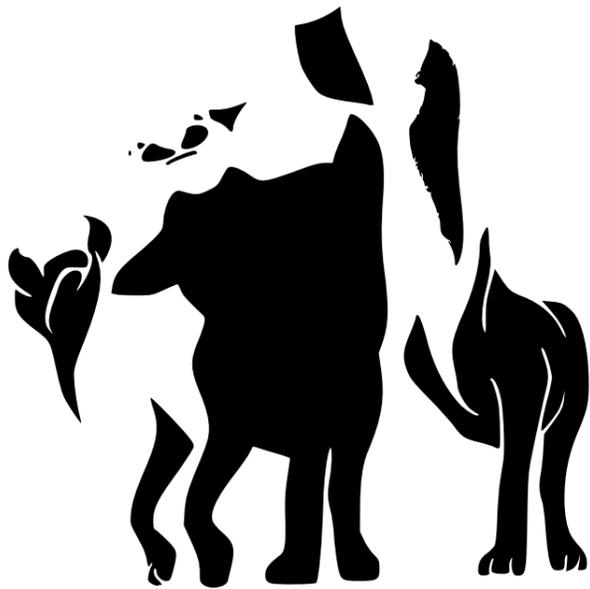
Original bitmaps that I got



two different brightness level in bitmap vektorisation



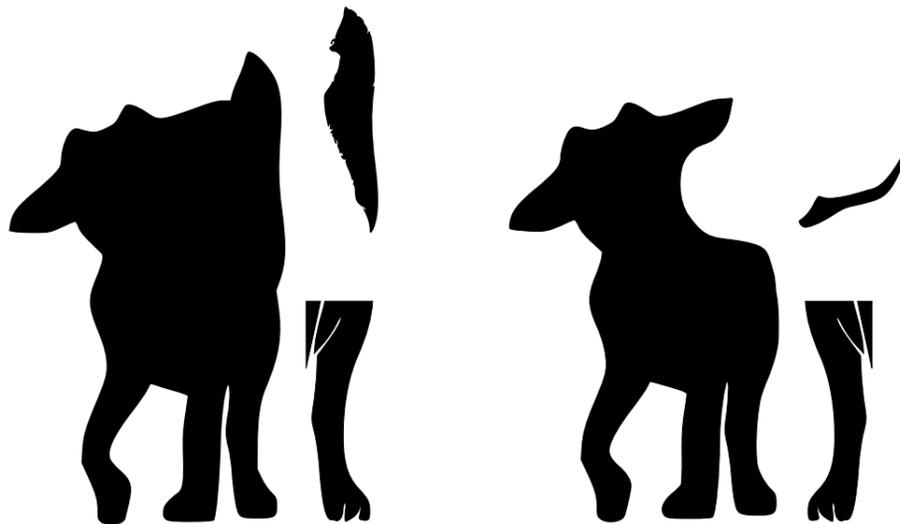
<http://www.barryscipart.com/barryscipart.com/showphoto.php?photo=20775&papass=&sort=1&thecat=500>



the outline have to "destroy" (shift+strg+k)



after coloring u get this, but i don't like the tail



cut off the bright pixels, flip the horizontal

