Verschiedene Wege:

<Image>

<Image.Source>

<DrawingImage>

<DrawingImage.Drawing>

<GeometryDrawing Brush="LightBlue"

Geometry="M24.612317,0.14044853 C24.612317,0.14044853 33.499971,-0.60608719 41,7.0179795 48.37642,14.516393 47.877537,23.404541 47.877537,23.404541 L24.60978,23.401991 z" />

</DrawingImage.Drawing>

</DrawingImage>

</Image.Source>

</Image>

Hier wird eine recht kurze Schreibweise verwendet (statt PathGeometry zu nutzen)

<Path Fill="LightBlue"

Stretch="Fill"

Stroke="#FF0DA17D"

Data="M24.612317,0.14044853 C24.612317,0.14044853 33.499971,-0.60608719 41,7.0179795 48.37642,14.516393 47.877537,23.404541 47.877537,23.404541 L24.60978,23.401991 z" />

Hier wird Path verwendet, dies ist im Gegensatz zu PathGeometry ein eigenes Objekt mit entsprechend Footprint (Mausereignisse etc.)

<Image>

<Image.Source>

<DrawingImage>

<DrawingImage.Drawing>

<DrawingGroup>

<DrawingGroup x:Name="DrawingLayer" >

<DrawingGroup.ClipGeometry>

<RectangleGeometry Rect="0,0,512,512" />

</DrawingGroup.ClipGeometry>

<DrawingGroup x:Name="g4241" >

<DrawingGroup x:Name="g4238" >

<GeometryDrawing x:Name="note\_14\_icon" Brush="#FF000000" >

<GeometryDrawing.Geometry>

<PathGeometry FillRule="Nonzero" Figures="M303.012,302.715C257.18367,302.715 211.35533,302.715 165.527,302.715 165.527,292.715 165.527,282.715 165.527,272.715 211.355,272.715 257.183,272.715 303.011,272.715 303.01167,282.71466 303.01,292.717 303.012,302.715z M302.979,237.298C257.16167,237.298 211.34433,237.298 165.527,237.298 165.527,227.298 165.527,217.298 165.527,207.298 211.344,207.298 257.161,207.298 302.978,207.298 302.97867,217.29766 302.977,227.3 302.979,237.298z M302.979,171.965C257.16167,171.965 211.34433,171.965 165.527,171.965 165.527,161.965 165.527,151.965 165.527,141.965 211.344,141.965 257.161,141.965 302.978,141.965 302.97867,151.96466 302.977,161.967 302.979,171.965z M66.333,422C66.333,311.33333 66.333,200.66667 66.333,90 159.44433,90 252.55567,90 345.667,90 345.51941,164.57719 345.96313,239.16917 345.44345,313.73705 345.82519,339.56218 319.02922,354.10711 295.8728,350.80547 282.06078,351.52824 260.62804,338.30328 271.0298,360.5793 275.24291,382.26149 272.5521,413.17902 247.19987,420.11906 223.60977,423.81272 199.45044,421.22982 175.59992,422 139.17761,422 102.75531,422 66.333,422z M385.667,311.528C385.667,224.352 385.667,137.176 385.667,50 265.889,50 146.111,50 26.333,50 26.333,187.33333 26.333,324.66667 26.333,462 97.48146,461.83094 168.64677,462.33978 239.78459,461.74261 290.03248,455.72002 331.46565,419.60488 360.11158,379.91478 373.8081,359.71839 385.48461,336.45206 385.667,311.528z M123.193,139.64C93.52102,139.5917 108.18985,187.99736 132.87867,171.33081 147.02778,162.57253 139.83453,138.99192 123.193,139.64z M123.193,205.64C93.52131,205.5923 108.18947,253.9971 132.87867,237.33107 147.02799,228.57288 139.83423,204.99228 123.193,205.64z M123.193,270.231C93.52131,270.1833 108.18947,318.5881 132.87867,301.92207 147.02812,293.16384 139.83388,269.58372 123.193,270.231z" />

</GeometryDrawing.Geometry>

</GeometryDrawing>

</DrawingGroup>

<GeometryDrawing x:Name="arrow\_12\_icon" Brush="#FF000000" >

<GeometryDrawing.Pen>

<Pen Brush="#FFFFFFFF" Thickness="12.72392082" StartLineCap="Flat" EndLineCap="Flat" LineJoin="Miter" />

</GeometryDrawing.Pen>

<GeometryDrawing.Geometry>

<PathGeometry FillRule="Nonzero" Figures="M394.71875,160.375C394.71875,170.30208 394.71875,180.22917 394.71875,190.15625 362.17708,190.15625 329.63542,190.15625 297.09375,190.15625 297.09375,211.59375 297.09375,233.03125 297.09375,254.46875 329.63542,254.46875 362.17708,254.46875 394.71875,254.46875 394.71875,264.40625 394.71875,274.34375 394.71875,284.28125 429.88542,263.625 465.05208,242.96875 500.21875,222.3125 465.05208,201.66667 429.88542,181.02083 394.71875,160.375z" />

</GeometryDrawing.Geometry>

</GeometryDrawing>

</DrawingGroup>

</DrawingGroup>

</DrawingGroup>

</DrawingImage.Drawing>

</DrawingImage>

</Image.Source>

</Image>

Verwendung als Brush

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xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml">

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<Rectan<Viewbox

gle.Fill>

<DrawingBrush>

<DrawingBrush.Drawing>

<DrawingGroup>

...

</DrawingGroup>

</DrawingBrush.Drawing>

</DrawingBrush>

</Rectangle.Fill>

</Rectangle>

</Viewbox>

<ResourceDictionary

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xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml">

<DrawingImage x:Key="someImage">

<DrawingImage.Drawing>

<DrawingGroup>

...

</DrawingGroup>

</DrawingImage.Drawing>

</DrawingImage>

</ResourceDictionary>

Now you can use it just like any other resource:

<Image Source="{StaticResource someImage}"/>

<http://www.intertech.com/Blog/WPF-Shapes-vs-WPF-Geometries/>

<http://msdn.microsoft.com/EN-US/library/ms751619(v=VS.110,d=hv.2).aspx>