public BitmapImage ToBitmapImage(byte[] array)

{

using (var ms = new System.IO.MemoryStream(array))

{

var image = new BitmapImage();

image.BeginInit();

image.CacheOption = BitmapCacheOption.OnLoad; // here

image.StreamSource = ms;

image.EndInit();

return image;

}

}

**var img = Image.FromFile(fileName);**

**var array = ImageToByteArray(img);**