public byte[] imageToByteArray(System.Drawing.Image imageIn)

{

MemoryStream ms = new MemoryStream();

imageIn.Save(ms,System.Drawing.Imaging.ImageFormat.Gif);

return ms.ToArray();

}

public Image byteArrayToImage(byte[] byteArrayIn)

{

MemoryStream ms = new MemoryStream(byteArrayIn);

Image returnImage = Image.FromStream(ms);

return returnImage;

}

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

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