Nach unten

var leftForwardCorner = ColorOfPixel[(carReckangle.Left ), carReckangle.Bottom];

var rightForwardCorner = ColorOfPixel[(carReckangle.Left - carReckangle.Height), (carReckangle.Bottom)];

var leftBackCorner = ColorOfPixel[carReckangle.Left - carReckangle.Height, (carReckangle.Top - carReckangle.Height)];

var rightBackCorner = ColorOfPixel[carReckangle.Left, (carReckangle.Top - carReckangle.Height)];

Nach Oben

var leftForwardCorner = ColorOfPixel[(carReckangle.Left), carReckangle.Top - carReckangle.Height];

var rightForwardCorner = ColorOfPixel[(carReckangle.Left + carReckangle.Height), (carReckangle.Top - carReckangle.Height)];

var leftBackCorner = ColorOfPixel[carReckangle.Left, (carReckangle.Top + carReckangle.Height)];

var rightBackCorner = ColorOfPixel[carReckangle.Left + carReckangle.Height, carReckangle.Top + carReckangle.Height];