Make vectors, *pixel art* and layered files

Turn an image into an SVG with Recraft Vectorize, into pixel art on a true grid with Pixelate, and into separate transparent layers with Seedream 5.0 Flash Layerize. Then slice or assemble grids and sprite sheets.

GUIDE · Step 1 · Learn

IN SHORT

- Recraft Vectorize turns a flat logo or icon into an SVG with the same shapes and colors.
- Pixelate snaps a character to a true pixel grid with a small palette. Then Remove Background gives you a transparent sprite.
- Seedream 5.0 Flash Layerize splits a picture into the parts you list, each on its own transparent layer.

You need ✓ A clean source image, ideally 1024 px or larger

A generated image is a flat grid of pixels. This lesson turns one into three other kinds of file: an SVG logo that stays sharp at any size, with **Recraft Vectorize**; a pixel art sprite on a true grid, with **Pixelate** and **Remove Background**; and a stack of transparent layers you can move or replace, with **Seedream 5.0 Flash Layerize**.

As of November 2026

The models, settings and prices in this article are the ones Scenario offered in November 2026. New models and updates arrive often, so check the model library for newer options before you choose.

Quick version

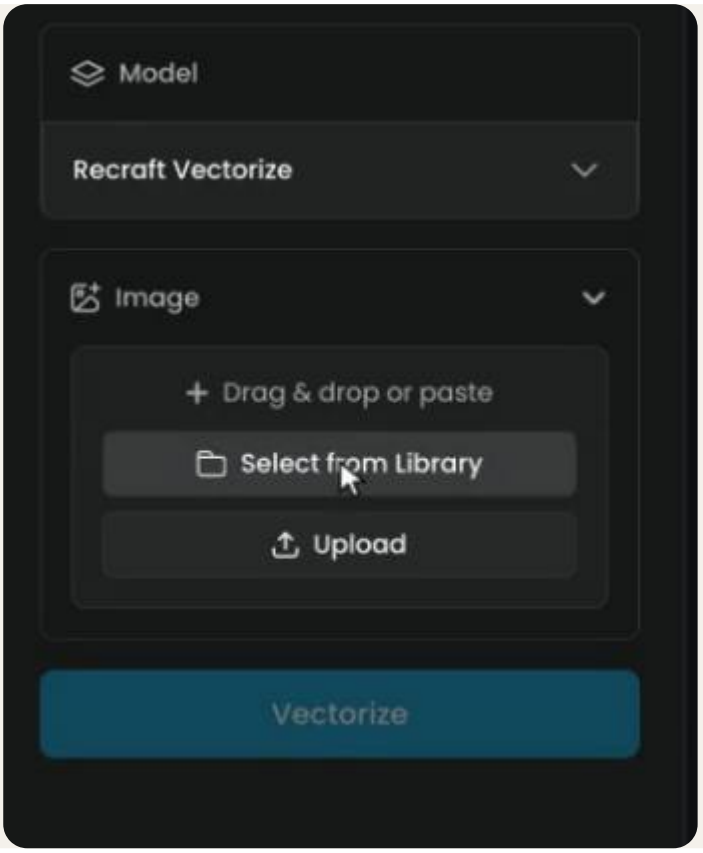
1. For a logo or icon, pick **Recraft Vectorize**, add the image and click **Vectorize**. Download the SVG.
2. For pixel art, pick **Pixelate**, set **Pixel Grid Size**, **Remove Noise** and **Color Palette**, and click **Pixelate**.
3. Open the pixel art, click **...** and choose **Remove Background** for a transparent sprite.
4. For layers, pick **Seedream 5.0 Flash Layerize**, add the image, list the parts under **Prompt** and click **Generate**.

Before you start

- **All three tools live in the same place.** Go to **Create** and open the image editing page (its header reads **Edit Image**). Pick the tool in the **Model** box at the top of the left panel. You can also open an image and choose **Pixelate**, **Vectorize** or **Remove Background** from the **...** menu above it.
- **Start from a clean source.** Flat art with clean edges makes the best vectors. A character with a clear outline on a plain background makes the best sprite. For best results, use an image of 1024 × 1024 pixels or more.
- **Know which file you need.** A vector (SVG) is made of shapes, not pixels, so a logo can go on a business card or a billboard. Pixel art is the opposite: a deliberately small grid with few colors. Layers are for compositing, parallax and animation, where each part has to move on its own.
- **The cost shows on each button. Vectorize**, **Pixelate** and **Generate** each show the price of the run before you click.

Step 1: Pick Recraft Vectorize and add your emblem

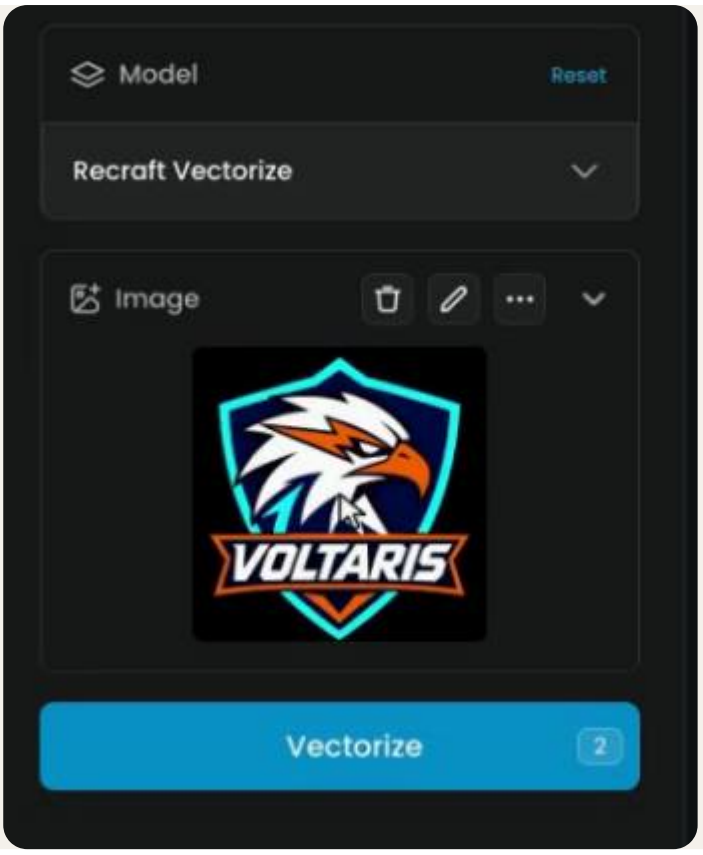
Click the model name under **Model** and pick **Recraft Vectorize**. Under **Image**, you have three ways in: **Drag & drop or paste**, **Select from Library** or **Upload**. Here, click **Select from Library** and pick the emblem.



Flat art with clean edges works best: solid fills, no soft shadows, no photo texture. Each color region becomes a shape, so a gradient or noisy texture turns into hundreds of tiny shapes.

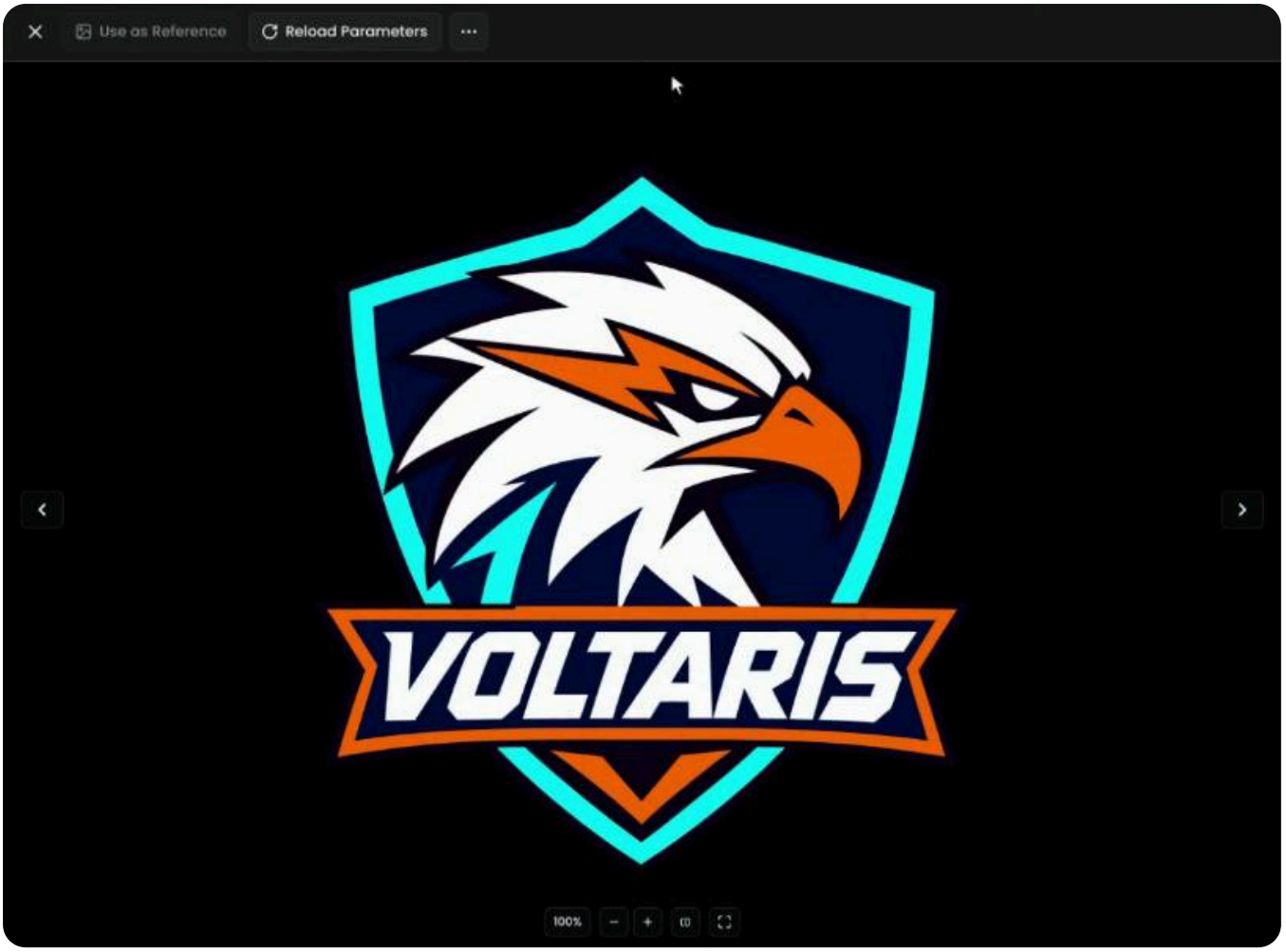
Step 2: Vectorize

Recraft Vectorize has no settings. With the emblem loaded, click **Vectorize**.



Step 3: Check and download the SVG

The vector opens in the viewer with the same shapes and colors as the original.



The viewer shows a picture of the vector. To see the real thing, click **Download** at the top right of the viewer to save it as an SVG file, and open it in your design tool. Zoom far in: the edges stay sharp where the original pixels would blur.



The other vectorizer: Scenario Vectorize

Scenario Vectorize is in the model library too. It has three presets:

Preset	What it does	Use it for
Clean (recommended)	Flat shapes with smooth curves, in the colors already in the image	Icons, logos, stickers, illustrations, comics
Minimal	The same flat look with the fewest colors possible	A bold, poster-like version of a busy image
Textured	Keeps the shading and texture, with many more shapes	Photos and painterly art where gradients matter

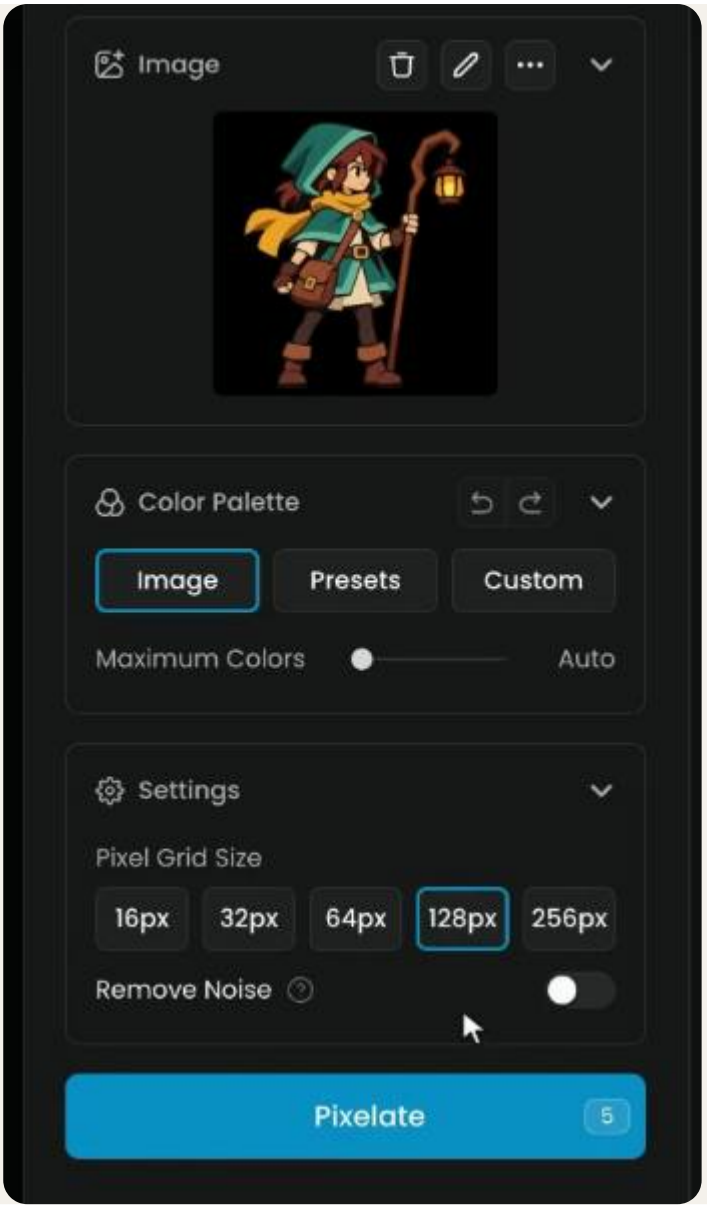
Images smaller than 1024 px are enlarged first so the shapes come out clean, which adds a little to the cost.

Step 4: Pick Pixelate and your character

Now pixel art. Under **Model**, pick **Pixelate**, then click **Select from Library** under **Image** and pick your character.

Step 5: Set the pixel grid size

Under **Settings**, choose the **Pixel Grid Size**: **16px**, **32px**, **64px**, **128px** or **256px**. It's how many pixels wide your pixel art will be.



Grid	Look	Good for
16px, 32px	Big, chunky pixels, a strong retro look	Small sprites, items, classic 8-bit style
64px	A balance of detail and retro look	A good first try when you're unsure
128px, 256px	More detail, light pixelation	Full characters, portraits, larger scenes

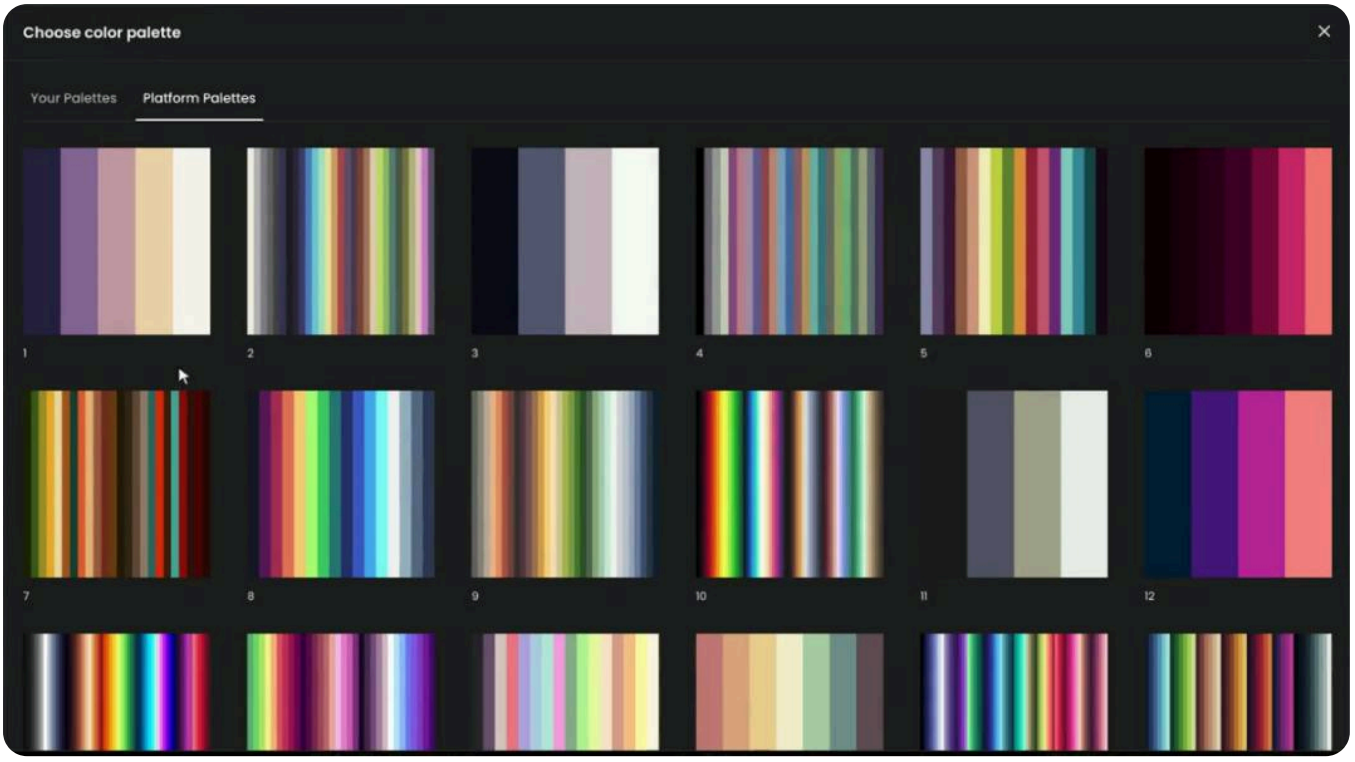
For a full character, **128px** keeps the face readable. Use it here.

Turn on **Remove Noise** for cleaner shapes, with fewer stray pixels. It helps most on detailed images.

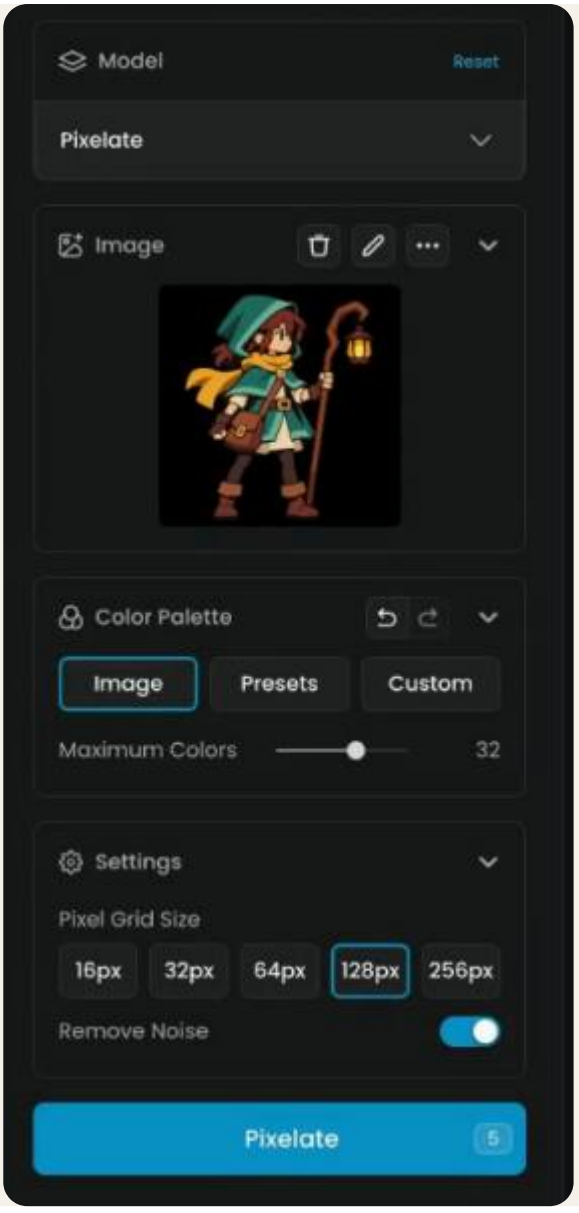
Step 6: Set the color palette

Color Palette sets the colors your pixel art can use. It has three options:

- **Image** takes the colors from your own picture. **Maximum Colors** sets how many to keep. **Auto** lets Pixelate decide. Fewer colors give a more retro look.
- **Presets** opens **Choose color palette**, with ready-made palettes under **Platform Palettes** and the ones you saved under **Your Palettes**.
- **Custom** lets you build your own palette, color by color with **+**, for example to match the rest of your game.



Here, choose **Image** and drag **Maximum Colors** to **32**. The panel now reads: **Image**, 32 colors, **128px**, **Remove Noise** on. Click **Pixelate**.

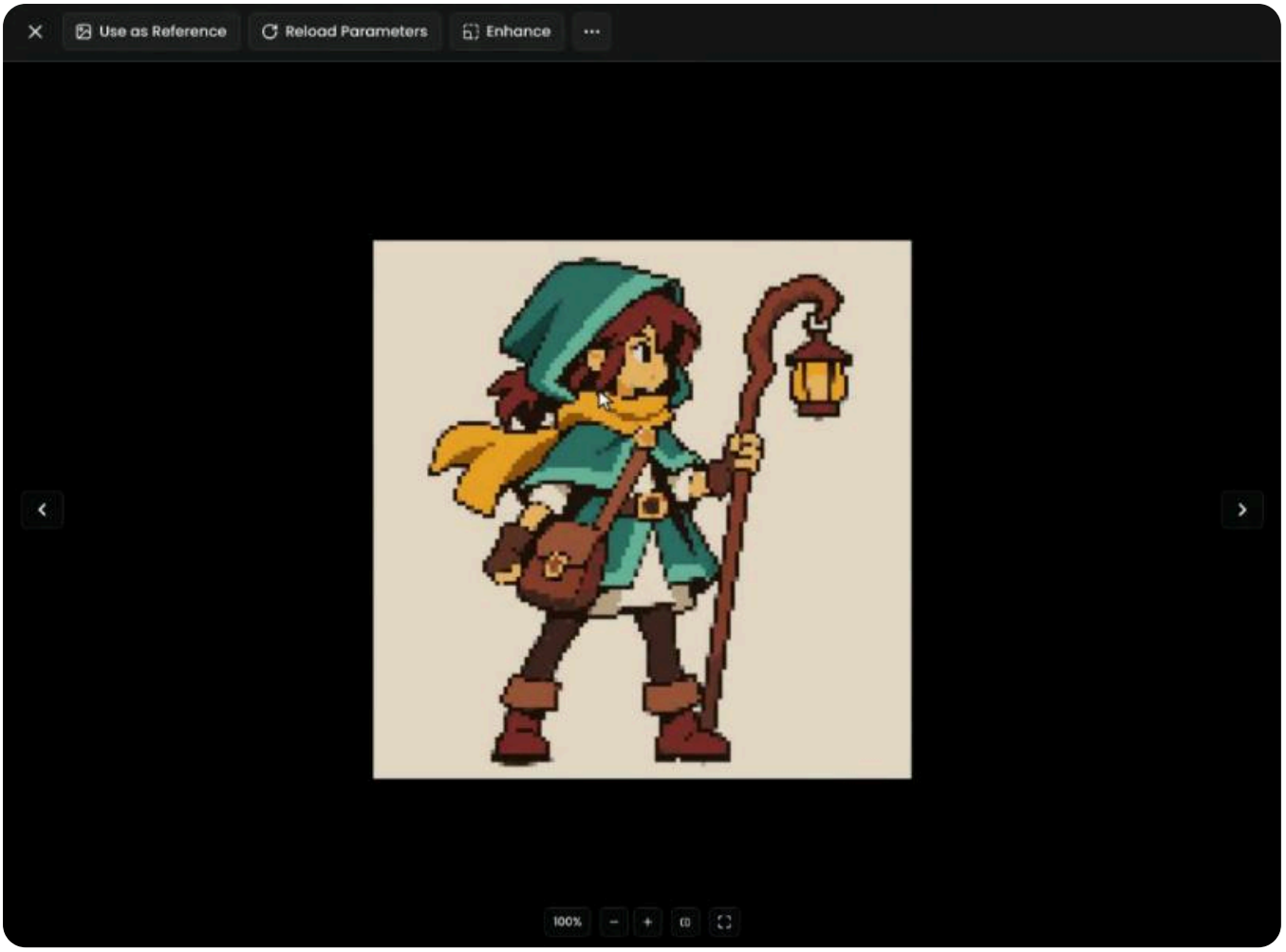


Tip

For a set of sprites that belong together (a character's animation frames, a family of items), use the same grid size and the same palette on every image. Save a custom palette once and pick it from **Your Palettes** each time.

Step 7: Check the pixel art

Every pixel now sits on the grid, with a small set of colors.





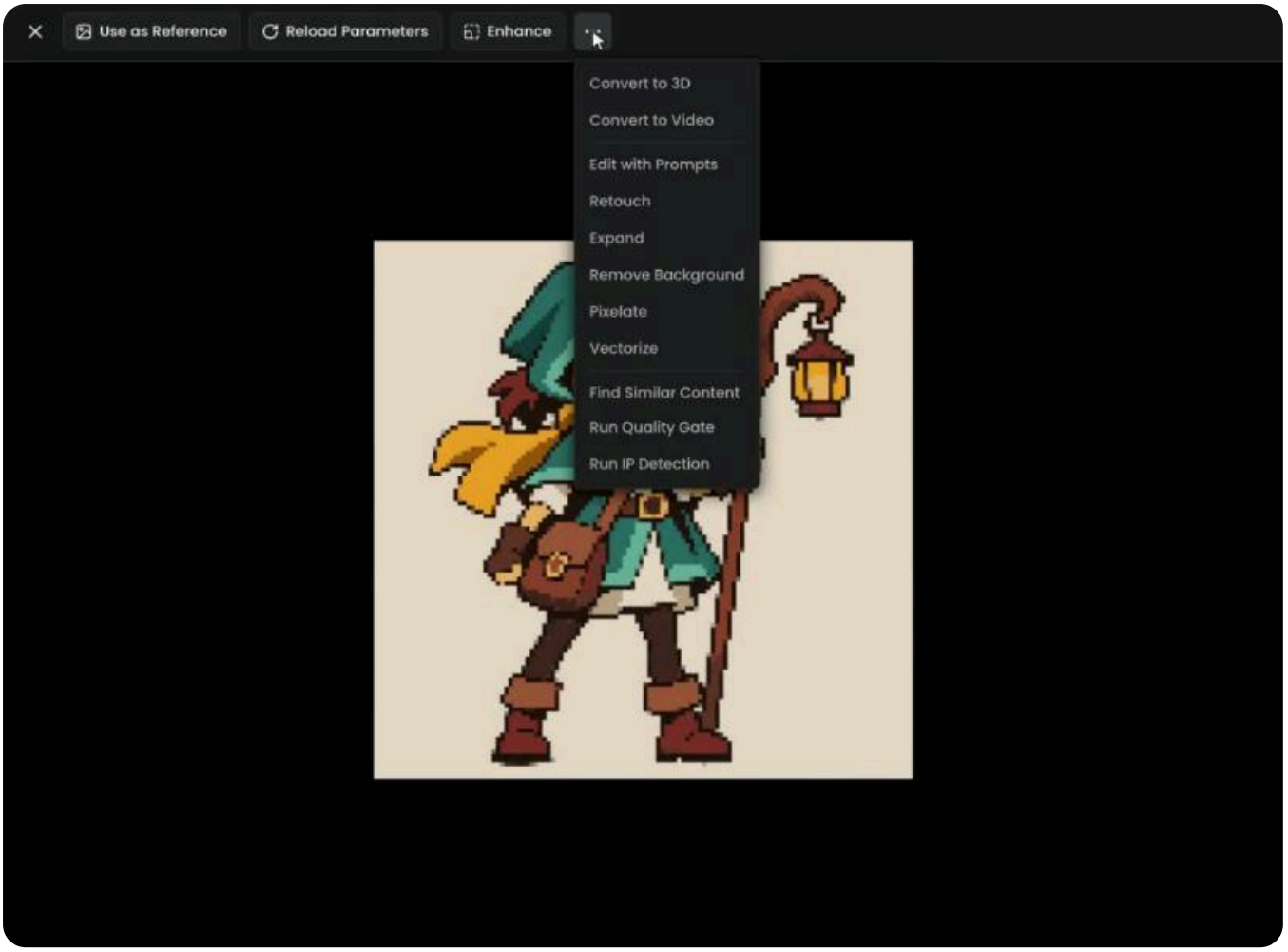
Source



Pixelate, 128px, 32 colors

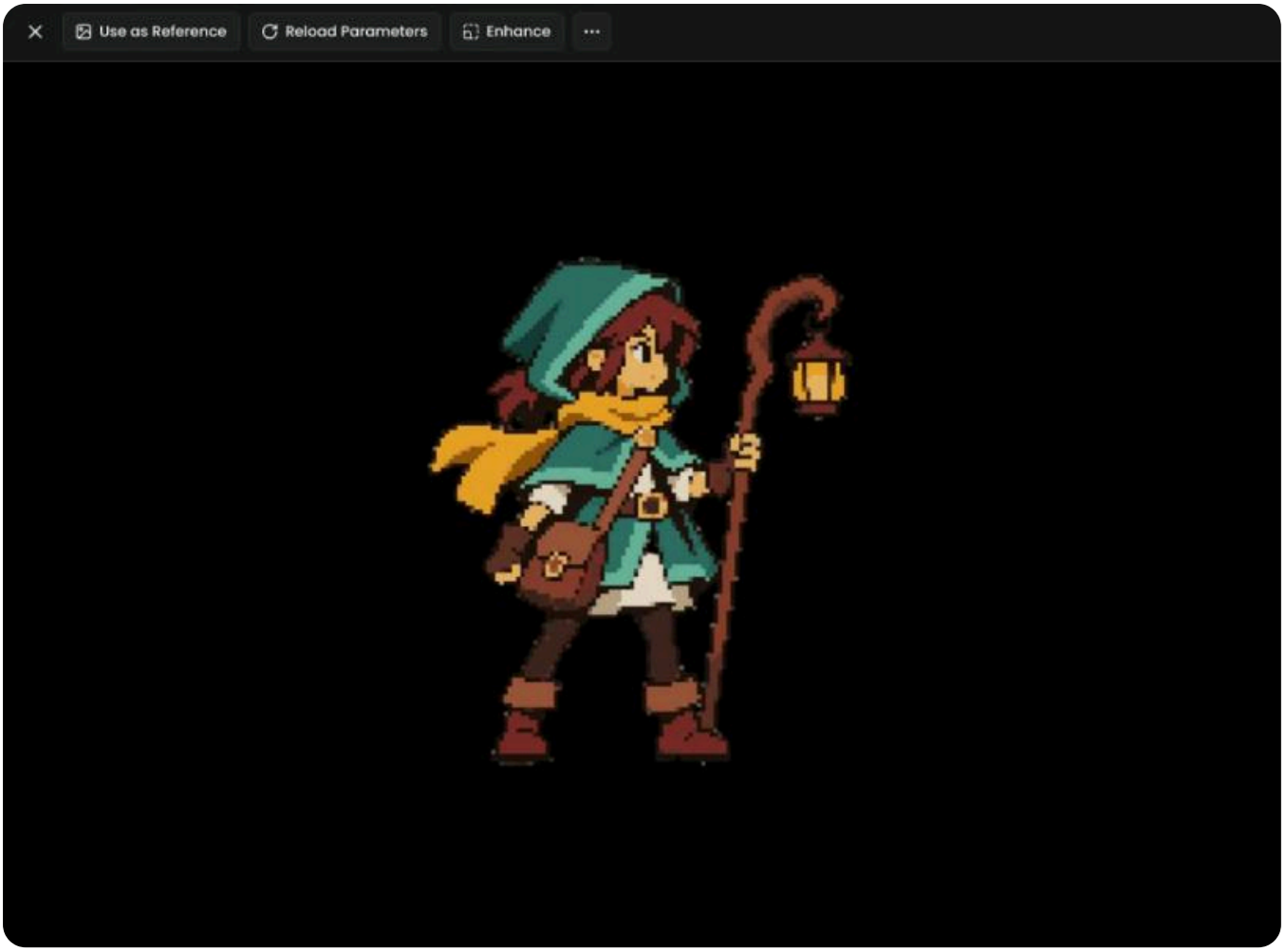
Step 8: Remove the background

Pixelate fills the background, so the sprite isn't ready for a game yet. Above the image, click the **...** button and choose **Remove Background**.



The same menu has **Pixelate** and **Vectorize**, so you can run either on any image straight from the viewer. In the film, Remove Background ran with **Photoroom Background Removal**.

The result is a transparent sprite, ready for your game.



Check before you accept

Accept when

every pixel is the same size and sits on one grid, the face reads at the size the game shows it, the palette has no stray in-between shades, and the edges of the sprite are clean against transparency.

Reject when

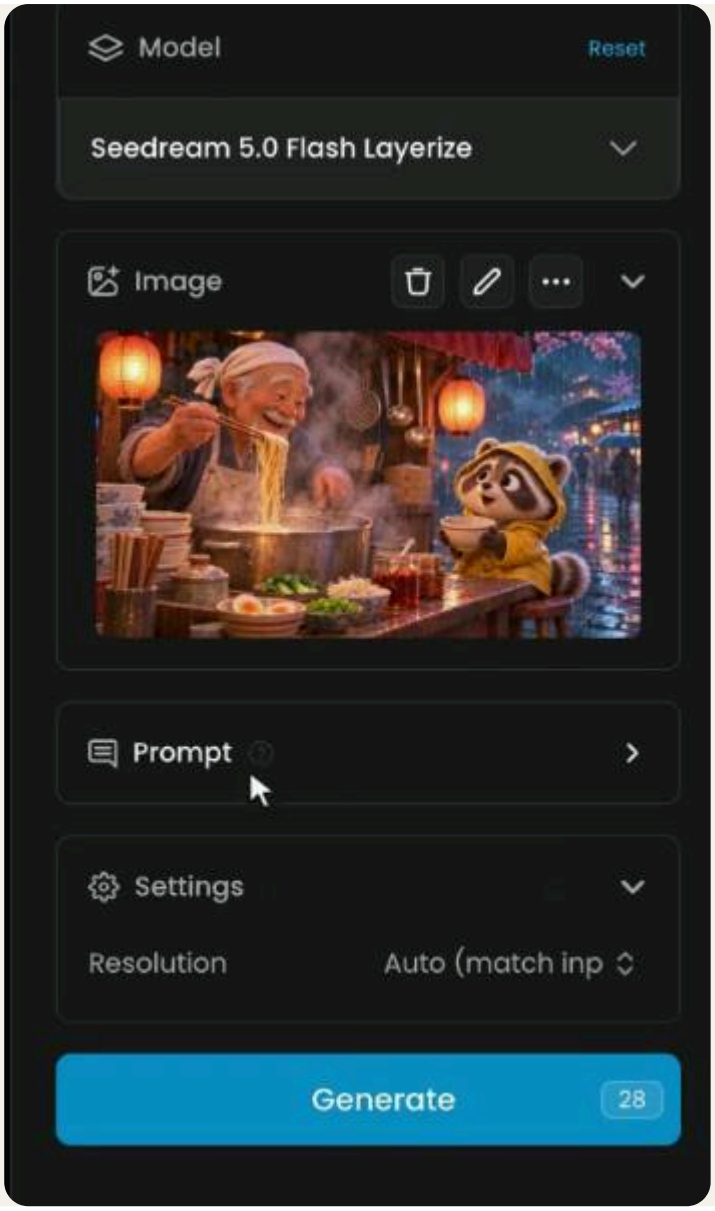
pixels drift or differ in size, the face turned to mush (raise the grid size), there are lone specks (turn on Remove Noise), or bits of background are left around the outline.

When the pixel art came from a generator: Pixel Snapper

Image models often make "pixel art" whose pixels differ in size and drift off the grid. **Pixel Snapper** fixes that: it snaps every pixel to one consistent grid and reduces the colors to a strict palette, while keeping details such as dithering and curved lines. It takes PNG or JPG images up to 10 MB. It works on art that already has fairly clear pixels; a blurry image or a photo won't gain much. Use **Pixelate** to turn an ordinary image into pixel art, and **Pixel Snapper** to clean up pixel art that's almost right.

Step 9: Pick Seedream 5.0 Flash Layerize and your image

To split a picture into parts you can move or replace, pick **Seedream 5.0 Flash Layerize** under **Model** and select your image from the library.



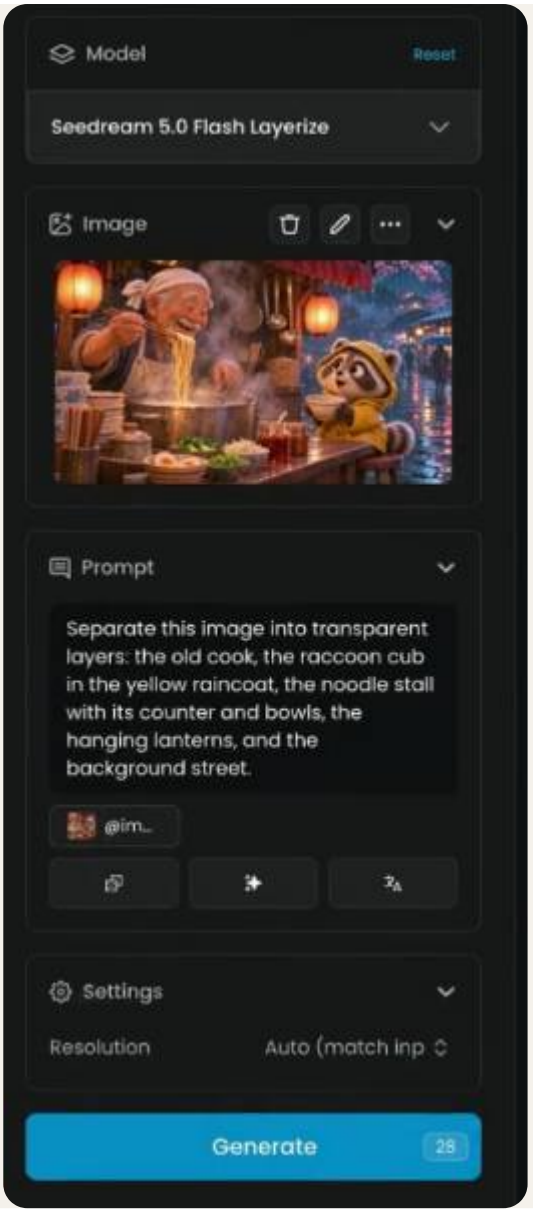
Settings has one option, **Resolution**. The film leaves it on **Auto**, which matches the input image.

Step 10: List the parts and generate

Open **Prompt** and list the parts you want, one by one. The film uses:

Text

```
Separate this image into transparent layers: the old cook, the raccoon cub in the yellow raincoat, the noodle stall with its counter and bowls, the hanging lanterns, and the background street.
```



Write it as a rule for splitting, not as a description of the scene. "Two people walking a dog" tells the model what's there; "split the two people, the dog and the background" tells it how to divide it. Name each part plainly, and add a detail when two parts could be confused ("the raccoon cub in the yellow raincoat"). Click **Generate**.

Step 11: Check the layers

Each part comes back on its own transparent layer: the cook, the raccoon, the lanterns, the counter, and the street behind them, rebuilt where they stood.

The layers from one Layerize run



Source



The cook





The lanterns



The raccoon



The counter



The street

The background is filled in where the parts were, so you can move a layer or drop in a new one without leaving a hole.

Check before you accept

Accept when

each part you listed is on its own layer, edges (hair, fur, steam) are clean enough for where it's going, and the background has no ghost of the parts that were lifted out.

Reject when

two parts merged into one layer, a part is missing or cut off, or the filled background is smeared. Name the parts more precisely and generate again.

Other layer tools

The model list also has **Seedream 5.0 Pro Layerize**. **Image to Layers** splits images too, with a **Separation Instruction** (up to 2000 characters) and a **Max Layers** setting: from 1 to 10, default 6, plus the background. It may return fewer layers if it finds nothing else worth separating. Set **Max Layers** to about the number of parts you want, since more layers cost more without improving the main one. **Video to Layers** does the same on video.

Slice and assemble grids

Two utility tools work with grids of images, for sprite sheets and boards:

Tool	What it does	Settings
Image Slicer	Cuts one image into equal tiles and saves each as its own file, for example the frames of a sprite sheet	X and Y subdivisions: 4 × 2 gives 8 frames
Grid Maker	Assembles several images into one aligned grid, for a sprite sheet, a pose sheet or a review board	Columns, rows, padding, background color

For a sprite sheet a game engine can read, keep the padding at 0 and match the columns and rows to your animation. To cut one back up, use **Image Slicer** with the same numbers. Image Slicer always makes equal tiles, so an image that doesn't divide evenly may give an extra row or column to discard.

Common problems

What you see	What to do
The SVG has hundreds of tiny shapes	The source had gradients or texture. Use a flatter source, or **Scenario Vectorize** with **Clean** or **Minimal**
The vector looks soft in the viewer	The viewer shows a picture of it. Download the SVG and open it in your design tool
The pixel art face is unreadable	Raise **Pixel Grid Size** to 128px or 256px
Stray single pixels and specks	Turn on **Remove Noise**
Too many colors, not retro enough	Choose **Image** and lower **Maximum Colors**, or pick a small palette under **Presets**
The sprite has a colored background	Pixelate fills it. Run **Remove Background** from the **...** menu
Generated "pixel art" has uneven pixels	Run it through **Pixel Snapper**
Two parts came back on one layer	Name each part on its own in the prompt, with a detail that tells them apart
A part is missing from the layers	Check its name matches what's in the image; for Image to Layers, raise **Max Layers**

What's next

Lettering in images is its own skill: Text and typography in images shows how to get words right in one generation, or use your own logo. To build a full set of icons, see the Game icon set playbook; for animated sprites, Sprite sheet animation.

Related

Make a consistent icon set and item catalog

Make sprite sheets and eight-direction sprites

Remove and replace backgrounds

For Artist Page 7 of 9 in Images

Verified in Scenario on Nov 11, 2026.