



---

I've seen code that doesn't use bitmap object instances (such as `var bitmap = new Bitmap()`). I've seen both ways of drawing images and I'm wondering which one is better/faster/more efficient since each bitmap object instance only contains a small amount of data. I'm asking this because my program was running really slow until I switched over from using object instances to using bitmap. A: No. Each call to `DrawImage` requires a bitmap object, whether it is on the stack or on the heap. Drawing an image onto a bitmap uses significantly more system resources than drawing it onto a form, for example. So, yes, if you are using the first approach, then you are calling the constructor for the `Bitmap` and creating a new instance of a `Bitmap` for the