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or install for your desktop → Available for Android → Using vector drawables is often much better than bit-map images for two reasons: they scale without losing definition, and you only need one asset file that matches all screen density. Sometimes I find it useful to create vector drawables manually in Android Studio using SVG paths. If you're not familiar with it yet, let me give you an example. In: .center image I'm going to create a rectangle consisting of two adjacent triangles that change in color, as below: .center image Step 1: Create a drawable file :: .center image - Step 2: Setting up a drawable size of the qIt?xml version?1.0 encoding=utf-8?gt; It:vector xmlns:android /apk/res/android:height/100dp android:width/100dp android:viewportheight/100 android:viewportwidth so it matters mostly when you later use a drawable with width and height wrap_content like this: qIt:ImageView android:src@drawable/rectangle android:layout_width/wrap_content android:layout_height/wrap_content; because they determine the size of the canvas to draw our paths. Step 3: Draw the first triangle Let's fill half of our square canvas with the first triangle by drawing a path, although its vertices: A, B and C. Please pay attention to the coordinates - the top left corner of the canvas (0,0), and the bottom right corner (100,100), and that's because we've installed android:width/100 and android:viewportHeight/100. In: .center image You can draw a path by adding a path within the vector: We need the following qIt:path android:fillcolor/your color (e.g. from resources or RGB Hex) android:pathdata's SVG path commands; SVG commands here: M - absolute moveTo L - absolute lineto z - closepath Drawing triangle consists of: the beginning of the path from A q (0,0): M 0 0 drawing line to B (100,0): L 100 0 drawing line to C (0,100): L 0 100 track closure: z We could also use a relative lineto command (l) instead and provide vectors, connecting points like this: from A to B: l 100,0 from B to C: l -100,100 It is also worth noting that if you use the same command several times in a row, command writing be eliminated on subsequent commands. So the final command looks like this: M 0 0 L 100 0 0 100 z Let's put it in a drawable file: ?xml version?1.0 encoding=utf-8?gt; android:height/100dp android:width/100dp android:viewportHeight/100 android:viewportWidth/100 We can see the triangle in the pre-lt@color/triangle_red_light android:pathdata M 0 0 L 100 0 0 100 z?gt;It:lt;gt;view: .center image - Step 4: Draw a second triangle As we already know how to draw a path, it's very easy to create another triangle. Ero vertices являются: B (100,0) C (0,100) D (100,100) так что путь команды: M 100,0 L 0,100 100 100 z B результате XML теперь выглядит так:lt;?xml version=1.0 encoding=utf-8?gt;<lt;vector xmlns:android=android:height=100dp android:width=100dp android:viewportheight=100 android:viewportwidth=100> <path android:name=dark_triangle android:fillcolor=@color/triangle_red_dark android:pathdata=M 100,0 L 0,100 100 100 z><path android:name=light_triangle android:fillcolor=@color/triangle_red_light android:pathdata=M 0,0 L 100,0 0,100 z></path> </vector> Подсказка: вы можете назвать пути, так что легче найти их позже, если ваш drawable становится более сложным. In: .center image Step 5: Use drawable with ImageView Now we can use drawable. As you can see, it can be easily scaled with an android: layout_width android:layout_height and android:scaleType properties. ?lt;xml version?1.0 encoding=utf-8?lt;LinearLayout xmlns:android /apk/res/android xmlns:app orientation=vertical android:layout_width/match_parent android:layout_height/match_parent?gt; ImageView android:layout_width/match_parent android:layout_height/match_parent android:scaleType=fitXY app:srcCompat@drawable/rectangle?lt;lt;?a-linear The XML question: .center image - Further reading of VectorDrawable is a vector chart defined in the XML file as a set of dots, lines, and curves along with related color information. The main advantage of using a vector draw is the scalability of the image. It can be scaled without losing display quality, which means that the same file is sized for different screen densities without losing image quality. This results in fewer APK files and less developer service. You can also use vector images for animation using multiple XML files instead of multiple images for each display resolution. This page and video below provides an overview of how to create a drawables vector in XML. Android Studio can also convert SVG files into vector formats described using Add multi-density vector graphics. Android 5.0 (API level 21) was the first version officially supported by vector draw with VectorDrawable and AnimatedVectorDrawable, but you support older versions with an Android support library that provides VectorDrawableCompat and AnimatedVectorDrawableCompat classes. About VectorDrawable VectorDrawable defines a static drawing object. Like the SVG format, each vector graphic is defined as a tree of hierarchs, which consists of paths and group objects. Each path contains the geometry of the object's contour, and the group contains details to transform. All paths are drawn in the same way as in the XML file. Figure 1. An example of the vector asset hierarchy, the Vector Asset Studio tool offers an easy way to add vector graphics to the project as an XML file. Example XML Here's an example of a VectorDrawable XML file that displays an image of the battery in charging mode. <!-- res/drawable/battery_charging.xml --> <vector xmlns:android= amp;gt;</vector><!-- intrinsic size of the drawable --> андрюид:высота 24дп андрюид:ширина 24дп <!-- size of the virtual canvas --> андрюид:viewportWidth24.0 андрюид:viewportHeight24.0> <group android:name=rotationGroup android:pivotx=10.0 android:pivoty=10.0 android:rotation=15.0> <path android:name=veect android:fillcolor=#FF000000 android:pathdata=M15.67,4H14V2h-4v2H8.33C7.6,4,7.4,6,7.5,33V9h4.93L13.7v2h4V5.33C17.4,6,16.4,4,15.67,4z android:fillalpha=.3></path> <path android:name=draw android:fillcolor=#FF000000 android:pathdata=M13.12,5h2L11,20v-5.5H9L11,9.3,9H7v11.67C7,21.4,7.6,22,8.33,22h7.33c0,74,0,1.34,-0.6,1.34,-1.33V9h-4v3.5z></path> </group> Этот XML оказывает следующее изображение: O AnimatedVectorDrawable класса AnimatedVectorDrawable добавляет анимацию к свойствам векторной графики. An animated vector graphic can be defined as three separate resource files or as a single XML file that determines the entire drawing. Let's take a closer look at both approaches for better understanding: multiple XML files and a Single XML file. Multiple XML files Can be used to identify three separate XML files: Example of multiple XML files The following XML files demonstrate vector graphics animation. 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