

CraftForge — Concept Poster

Print this and pin it up — an at-a-glance map of the CraftForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Sand	Surface preparation — the patient pangolin-elder who treats priming as the invisible foundation everything else stands on ('ready surface first; the paint listens to the surface')
Dab	Basecoat + wash — the confident vole-tween of broad strokes who treats basecoats as the loud first hello and washes as the quiet shadow-finder ('big shapes first, shadows fall second')
Blend	Color mixing + highlighting — the chameleon-tween of color-vocabulary who treats color theory as language, not rulebook ('two colors meet, a third is born — mix slow; listen to what they're making')
Coat	Layered application + varnish — the steady badger-tween who treats every coat as deliberate next-stratum patience ('layer waits for layer; patience is the secret pigment')
Tip	Fine detail + freehand — the relaxed treefrog-tween of fearless small-brush play who carries the cluster's perfectionism-gate anchor ('tiny brushes, loose wrist — wobbly is fine; the eye fixes it from arm's length')
Bristle	Dry-brushing — take the paint away, then the little that's left catches the raised edges
Chequer	Pattern work — find the one small unit, then repeat it faithfully; the pattern lives in the repeat, not the piece
Patina	Weathering — a too-clean model looks fake; add the marks of use (rust, chips, dust, wear) and it earns a history
Plinth	Basing — a model needs a place to stand; build the little ground and the figure gains a world, a scale, and a story
Prism	Color harmony — colors don't work alone; put opposites side by side and both catch fire, keep the family warm or cool so it sings

Key ideas at a glance

The big concepts this cast helps you master:

- Color Theory
 - Brush Techniques
 - Paint Materials
 - Painting Workflow
 - Surface Preparation
 - Detail Work
 - Color Composition
 - Finishes and Display
 - Metallic Effects And Lighting
 - Weathering And Texture Techniques
 - Freehand Vs Masking Strategy
 - Advanced Paint Chemistry
 - Cross Topic Connections
 - Real World Painting Applications
 - Misconceptions And Reasoning
 - Advanced Synthesis
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