

IllusionForge — Concept Poster

Print this and pin it up — an at-a-glance map of the IllusionForge 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
Fade	The afterimage / persistence-of-vision — the visual trace left after a stimulus is removed (the foundation of animation, film, and many magic tricks)
Stack	The perspective trap — the geometric arrangement that misleads size and depth judgments (Müller-Lyer, Ponzo, Ebbinghaus, vanishing-point depth cues)
Notch	The impossible figure — the figure that locally reads as coherent but globally cannot exist (Penrose triangle, Escher staircase, blivet)
Cue	The auditory illusion — the sound-perception mechanism (Shepard tones, McGurk effect, phantom-melody, missing-fundamental)
Loop	The perceptual loop — the recursive / endless / barber-pole motion illusion (the mechanism that makes the brain see motion that can't end)

Key ideas at a glance

The big concepts this cast helps you master:

- Optics
 - Vision
 - Forces
 - Perception
 - Cognition
 - Magic Science
 - Performance
 - Impossible Figures And Paradox
 - Color And Brightness Illusions
 - Auditory Illusions
 - Taste Smell And Multisensory Illusions
 - Cross Topic Connections
 - Real World Illusions In Medicine Safety
 - Misconceptions And Reasoning
 - Advanced Synthesis
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