

PixelForge — Concept Poster

Print this and pin it up — an at-a-glance map of the PixelForge 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
Speck	The single pixel — the atomic unit of pixel art; every image is a grid of these
Shade	The palette ramp — a small set of colors arranged from darkest to lightest (the foundation of pixel-art shading and form)
Grid	The tilemap grid — pixels snapped to repeating units that form tiles, tilesets, and game maps
Tween	The in-between frame — the animation frame that sits between two keyframes, giving motion its smoothness
Banner	The impact pose — the heroic / dramatic silhouette that reads instantly at thumbnail size (the principle that good character art is recognizable from its outline alone)
Stipple	Dithering — scattering two colors in a checker pattern so your eye blends them into a third; how pixel artists fake a smooth gradient with a tiny palette
Feather	Anti-aliasing — tucking a few in-between pixels along a jagged edge so a curve reads smooth instead of like a staircase
Sheen	Light source and form shading — choosing where the light comes from, then placing highlights and shadows so a flat shape turns round
Rim	Selective outlining — drawing the edge only where a sprite would get lost, so it pops from the background without looking boxed-in
Cycle	Color-cycling animation — making water and fire flow by shifting which colors sit in the palette slots, without moving a single pixel
The Sprite	A finished character sprite coming to life — how placed pixels, a color ramp, chosen light, a clean outline, and smoothed edges layer together into one whole little hero

Key ideas at a glance

The big concepts this cast helps you master:

- Elements of Art
 - Color Theory & Color Mixing
 - Principles of Design: Balance, Contrast & Rhythm
 - Digital Art Tools & Techniques
 - Art History: Major Movements
 - Composition, Layout & Visual Hierarchy
 - Typography & Branding Design
 - UI/UX Design & Human-Centered Design
 - Digital Art and Design
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