

PrismForge — Concept Poster

Print this and pin it up — an at-a-glance map of the PrismForge 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
Mirror	Reflection (incoming ray bounces back)
Bend	Refraction (light slows in denser media)
Spread	Dispersion / spectrum (different wavelengths bend differently)
Focus	Lens action (converging + diverging)
Tint	Color mixing (additive RGB / subtractive CMY)

Key ideas at a glance

The big concepts this cast helps you master:

- Light Basics and Properties
- Reflection and Mirrors
- Refraction and Lenses

- Prisms and Dispersion
 - The Electromagnetic Spectrum
 - Wave Optics: Interference and Diffraction
 - Optical Instruments and Technology
 - Master Optics Engineer Capstone
 - Light & Optics
 - Light in Nature
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