

SynaForge — Concept Poster

Print this and pin it up — an at-a-glance map of the SynaForge 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
Hue	Color → sound — the moth-tween who treats every color as a sound waiting to be heard ('what color is this? Now what does it sound like to YOU?')
Pitch	Sound → color — the patient axolotl-tween who treats every sound as a color waiting to be seen ('there's no wrong answer')
Brush	Drawing-as-music — the focused sloth-tween who treats slowness as its own kind of music ('slow strokes, long sounds; fast strokes, short sounds — all correct')
Lull	Sensory regulation + panic-button companion — the hedgehog-elder who treats every overwhelm-moment as completely valid ('too much? Less is enough; quiet is also creating')
Float	Bidirectional synthesis — the manatee-tween who treats both-at-once as integration, not 'advanced' mode ('drawing makes music; music makes drawing; both, at the same time, going both ways')

Key ideas at a glance

The big concepts this cast helps you master:

- Synesthesia Basics
- Sound-Color Mapping
- Rhythm Visualization
- Music-Art Patterns
- Audio-Visual Art
- Multi-Sensory Art
- Sound-Art History
- Advanced Multimedia Creation

- Synesthesia Art
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