// FREE CLAUDE SKILL · 11 SECTIONS · BY JOSH POCOCK

Sketch to Race

Turn a car you drew on paper into a racing game you can play

A free Claude skill. Draw a car, snap a photo, and Claude turns it into a street race where the car you drive is your car, stripes and wing included. Plus the Higgsfield setup and the exact prompt from my video.

TERMINAL · BOOT

```
# sketch to race
> Use the sketch-to-race skill: turn the car in this photo into a racing game I can play in Chrome.
✓ two laps, three rivals, traffic, nitrous
```

Get the skill on GitHub →

Read it on the web: strideaiacademy.com/r/sketch-to-race

Nothing gets posted or bought for you. The game runs on your computer, and Claude asks before it spends a single Higgsfield credit.

SECTION 01

The one prompt

Install the skill and connect Higgsfield (both below, once). Then attach the photo of your drawing and paste this:

PROMPT

```
Use the sketch-to-race skill: turn the car in this photo into a racing game I can play in Chrome.
```

01
Draw a car
Bold outline, stripes, a big spoiler

→

02
Snap a photo
Flat on the table, good light

→

03
Claude on Fable 5.2
Skill installed, Higgsfield connected

→

04
Photo in, prompt in
Claude builds my-race.html. Double-click it

SECTION 02

Get the skill

Claude Code, one paste

PROMPT

```
Install the Sketch to Race skill: clone https://github.com/joshpocock/sketch-to-race into
~/.claude/skills/sketch-to-race, then confirm /sketch-to-race works.
```

By hand

>_ TERMINAL

```
git clone https://github.com/joshpocock/sketch-to-race ~/.claude/skills/sketch-to-race
```

On the Claude app

1. Turn on **Settings > Capabilities > Code execution and file creation**.
2. On the GitHub page click **Code > Download ZIP**.
3. In Claude go to **Customize > Skills > + > Upload a skill** and pick the zip.
4. Start a new chat, attach your photo and paste the prompt above.

The prompt from my video

No skill? This is the exact prompt from the video. Paste it under your photo and Claude writes a game from scratch. Every run comes out different.

PROMPT

```
Turn the car in this drawing into a playable desktop racing game using Higgsfield. Keep its
recognizable shape, racing stripes and rear spoiler. Use arrow-key controls and a third-person
chase camera. Set a two-lap street race through a city against three rivals, with traffic to dodge
and nitrous on Shift.
```

SECTION 03

Set it up once

Takes about two minutes. You only do it once.

1. Open Claude in your browser and sign in.
2. Pick **Fable 5.2** in the model menu next to the chat box.
3. Open the Higgsfield setup page, make sure the **Claude** tab is selected, and click **Connect to Claude**.
4. Claude opens its custom connector window. Add the connector. If the address box is empty, paste `https://mcp.higgsfield.ai/mcp`.
5. Sign in to Higgsfield when it asks. That's the whole connection.
6. In a new chat, check Higgsfield is switched on in the chat's connectors menu.

Higgsfield is free unlimited for 3 days. My Higgsfield setup link is the link for that offer.

SECTION 04

What the skill does

STEP	WHAT HAPPENS
Read the sketch	Claude reads your drawing: body, colours, stripes and where they run, spoiler, wheels, exhausts, plate
Check it	You see it as a short list and fix anything it got wrong
Studio photo (optional)	With Higgsfield connected, one clean photo of your car on a dark background, only after you say yes
Build	It writes one file, my-race.html
Race	Double-click the file, press Enter
Tweak	Night, rain, more traffic, monster truck, police chase, more rivals, a new city

SECTION 05

Draw a car Claude can read

You don't need to be good at drawing. You need a car that's easy to recognize.

- **Clear silhouette.** One dark, closed outline. If you can tell what it is from the shape alone, so can Claude.
- **Stripes.** Two racing stripes down the hood and roof are the easiest detail to carry into the game.
- **A big spoiler.** Make the rear wing bigger than feels right. Small details get lost.
- **Side or 3/4 view.** Straight from the front or top hides the shape. Side or 3/4 shows the wheels, the roofline and the wing.
- **One car per page.** No scribbles, arrows or notes around it.
- **A flat, well lit photo.** Paper flat on the table, phone straight above it, daylight or a lamp, no shadow of your hand across it.

Mine was a silver coupe with two blue stripes, a big black rear wing and four exhausts.

SECTION 06

What the game is like

A city street race: two laps against three rivals, traffic in three lanes, a countdown, a speedometer and a finish screen with the standings. It's one file that works offline. Open it in Chrome and press Enter.

KEY	WHAT IT DOES
Up / Down	Gas / brake
Left / Right	Steer
Shift	Nitrous (the blue bar refills)
R	Back on the road
P	Pause
Enter	Start, or race again

SECTION 07

Change the game after

Keep going in the same chat. Say it in plain words and the skill rebuilds the game as a new file, so the version that worked is kept.

A wet night chase

PROMPT

```
Make it night, add rain and a police chase, and turn the traffic up to high.
```

A monster truck

PROMPT

```
Turn my car into a monster truck. Keep my colours and stripes.
```

Harder and longer

PROMPT

```
Give me five rivals, three laps and a different city.
```

SECTION 08

Draw something else, get a different game

The skill builds car races. For other games, use these prompts the same way as the one from my video. I haven't run them myself, so expect to tweak the result.

A plane becomes a flight game

PROMPT

```
Turn the plane in this drawing into a playable desktop flight game using Higgsfield. Keep its recognizable shape, wing markings and tail. Use arrow-key controls and a third-person chase camera. Set a course of rings to fly through in a mountain valley, against the clock, with a speed boost on Shift.
```

A kart becomes a kart racer

PROMPT

```
Turn the kart in this drawing into a playable desktop kart racing game using Higgsfield. Keep its recognizable shape, colors and number. Use arrow-key controls and a third-person chase camera. Set a three-lap race on a twisty track against five rivals, with boost pads on the road and a drift on Space.
```

A motorbike becomes a highway race

PROMPT

```
Turn the motorbike in this drawing into a playable desktop racing game using Higgsfield. Keep its recognizable shape, paint and exhausts. Use arrow-key controls and a third-person chase camera. Set a race down a desert highway against three rival riders, with trucks to weave through and nitrous on Shift.
```

SECTION 09

Off the road: a boat and a spaceship

Same pattern, same caveat: untested prompts to try.

A boat becomes a river race

PROMPT

```
Turn the boat in this drawing into a playable desktop boat racing game using Higgsfield. Keep its hull shape, stripes and number. Use arrow-key controls and a third-person chase camera. Set a race through a river canyon against three rivals, with rocks and buoys to dodge, waves that throw the boat around and nitrous on Shift.
```

A spaceship becomes a space race

PROMPT

```
Turn the spaceship in this drawing into a playable desktop space racing game using Higgsfield. Keep its silhouette, wings and engine glow. Use arrow-key controls and a third-person chase camera. Set a race through an asteroid field against three rival ships, with checkpoint gates to fly through and a boost on Shift.
```

SECTION 10

If something goes wrong

PROBLEM	FIX
The game won't open or shows a blank page	Download the file and open it in Google Chrome on a computer, then press Enter.
The car doesn't look like my drawing	Fix the list Claude shows you before it builds: "The stripes are red, not blue, and the spoiler is big." A clearer photo helps too.
Claude doesn't use the skill	Start a new chat and say "Use the sketch-to-race skill" at the start of your message.
Claude doesn't use Higgsfield	Check the connector is switched on in that chat and that you signed in to Higgsfield.
I can't find Fable 5.2	Open claude.ai in your browser and check the model menu next to the chat box.
The car is stuck off the road	Press R.

SECTION 11

The fine print

This is a paid partnership with Higgsfield. The setup link is my Higgsfield link.

The skill is free. MIT licence, no signup. The game needs no API key.

The game in my video is Higgsfield's demo. The skill builds its own arcade-style race around your car. It's a lookalike of your drawing, not a 3D model of it.

Keyboard only. No sound, no online play and no phone controls.

The remix prompts are untested. They're written the same way as my prompt, but I haven't run them. Treat them as a starting point.

The free offer is Higgsfield's. It's free unlimited for 3 days. Check Higgsfield's pricing page for what applies after that.

Use your own drawings. Keep other brands' logos and characters out of your sketch.

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THE ACADEMY	strideaiacademy.com Courses, weekly live calls, and the build-it-with-me community.
THE SKILL	github.com/joshpocock/sketch-to-race MIT licensed. Star it if it saved you.
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