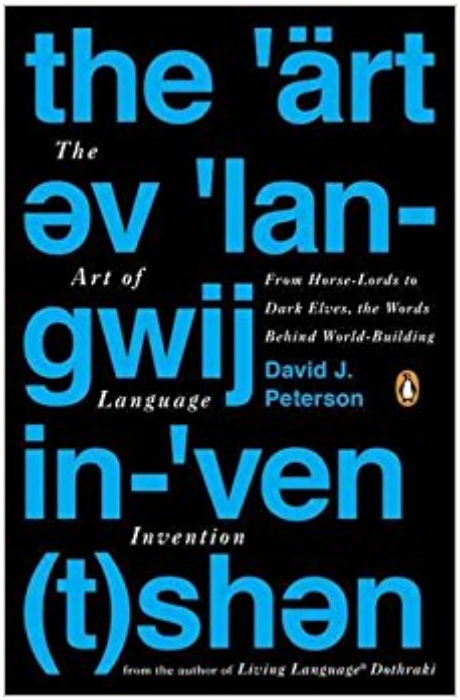
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The Art Of Language Invention: From Horse-Lords To Dark Elves, The Words Behind World-Building



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Synopsis

An insiderÃ¢â ¬â„¢s tour through the construction of invented languages from the bestselling author and creator of languages for the HBO series Game of Thrones and the Syfy series DefianceFrom master language creator David J. PetersonÃ Â comes a creative guide to language construction for sci-fi and fantasy fans, writers, game creators, and language lovers. Peterson offers a captivating overview of language creation, covering its history from TolkienÃ¢â ¬â„¢s creations and Klingon to todayÃ¢â ¬â„¢sÃ Â thriving global community of conlangers. He provides the essential tools necessary for inventing and evolving new languages, using examples from a variety of languages including his own creations, punctuated with references to everything from Star Wars to Michael Jackson. Along the way, behind-the-scenes stories lift the curtain on how he built languages like Dothraki for HBOÃ¢â ¬â„¢s Game of Thrones and ShivÃƒÂ¤isith for MarvelÃ¢â ¬â„¢s Thor: The Dark World, and an included phrasebook will start fans speaking PetersonÃ¢â ¬â„¢s constructed languages. The Art of Language Invention is an inside look at a fascinating culture and an engaging entry into a flourishing art formÃ¢â ¬â •and it might be the most fun youÃ¢â ¬â„¢ll ever have with linguistics.

Book Information

Paperback: 304 pages
Publisher: Penguin Books (September 29, 2015)
Language: English
ISBN-10: 0143126466
ISBN-13: 978-0143126461
Product Dimensions: 5.5 x 0.8 x 8.5 inches
Shipping Weight: 12.6 ounces (View shipping rates and policies)
Average Customer Review: 4.3 out of 5 stars 51 customer reviews
Best Sellers Rank: #28,358 in Books (See Top 100 in Books) #1 inÃ Â Books > Reference > Writing, Research & Publishing Guides > Writing > Science Fiction & Fantasy #6 inÃ Â Books > Science Fiction & Fantasy > Science Fiction > History & Criticism #6 inÃ Â Books > Literature & Fiction > History & Criticism > Genres & Styles > Science Fiction & Fantasy

Customer Reviews

Ã¢â ¬Å“David Peterson’s language work transformed our show, investing it with a sense of reality and history that would have been impossible without him. There’s nothing like the real thing, and David Peterson is it. This fascinating book will not only illuminate the task of language creation--it

will make you look at your own language in a whole new way.Ã¢â ¬Â• Ã¢â ¬â •David Benioff and D.B. Weiss, co-creators of HBO'sÃ Â Game of ThronesÃ Â Ã¢â ¬Å“George R. R. Martin created Khal Drogo, and David Benioff and Dan Weiss believed in me, but David Peterson gave me life.Ã¢â ¬Â• Ã¢â ¬â •Jason MomoaÃ¢â ¬Å“David J. PetersonÃ¢â ¬â„¢s The Art of Language Invention accomplishes a minor miracle in taking a potentially arcane discipline and infusing it with life, humor and passion.Ã Â It makes a compelling and entertaining case for language creation as visual and aural poetry.Ã Â I cherish words, I love books about words and for me this is the best book about language since Stephen FryÃ¢â ¬â„¢s The Ode Less Traveled.Ã Â And, best of all, thereÃ¢â ¬â„¢s a phrasebook!Ã¢â ¬Â• Ã¢â ¬â •Kevin Murphy, co-creator and showrunner of SyfyÃ¢â ¬â„¢s Defiance Ã¢â ¬Å“If you want to know how someone makes up a language from the ground up, you'll find out how in this bookÃ¢â ¬â •and the glory of it is that along the way you'll get the handiest introduction now in existence to what linguistics is. In fact, read this even if you DON'T feel like making up a language!Ã¢â ¬Â• Ã¢â ¬â •John McWhorter, author of The Language Hoax Ã¢â ¬Å“Accessible, entertaining, and thorough, Peterson has created an invaluable resource for authors, dedicated fans, and casual enthusiasts. This is the book I wish I'd had when I started writing.Ã¢â ¬Â• Ã¢â ¬â •Leigh Bardugo, New York Times bestselling author of Shadow and BoneÃ¢â ¬Å“This book not only lucidly ushers language invention into its own as an art form, it's also an excellent introduction to linguistics.Ã¢â ¬Â•Ã¢â ¬â •Arika Okrent, author ofÃ Â In the Land of Invented LanguagesÃ Â Ã Â "Mr. Peterson illuminates the ins and outs of being a professional developer of Ã¢â ¬Å“constructed languagesÃ¢â ¬Â•...Language invention requires not only technical know-how but also playfulness and a degree of historical savvy.Ã¢â ¬Â•Ã¢â ¬â •The Wall Street Journal

David J. Peterson began creating languages in 2000, received his MA in Linguistics from the University of California, San Diego, in 2005, and cofounded the Language Creation Society in 2007. He has created languages for HBOÃ¢â ¬â„¢s Game of Thrones, SyfyÃ¢â ¬â„¢s DefianceÃ Â andÃ Â Dominion, the CWÃ¢â ¬â„¢s Star-Crossed, and Thor: The Dark World. He is also the author of Living Language Dothraki.

David Peterson is a genuinely nice guy, a trained linguist. a good writer and probably the most successful creator of languages today. All of this comes together in his book, which tells how to create a realistic language with copious examples from how Peterson actually did create Dothraki and the half dozen or so other languages now playing on your screen, large or small. While there is

enough technical material to satisfy most conlanger needs, it is always wrapped in practical applications to make it palatable. The main theme is to grow your created language as much like a natural one as possible, starting in the past and working toward your target. As a result, most of standard linguistics finds their places along with a lot of less systematic advice -- the way things typically go, even if there is no rule about it. And each section is illustrated with an inside look at how its content applied in one of Peterson’s languages, for the added buzz that may bring.Now, I am an engelanger myself, with only minor excursions into artlangs of the sort that Peterson is describing, so I feel somewhat left out. But only somewhat, for Peterson’s discussion of linguistics and the way languages actually work have great value for more outre’ languages -- as something to NOT do, if nothing else, but mainly as a guide to a unified creation that might be learnable and speakable, while still performing some experimental task. Auxlangers, seeking an international auxiliary language, will be less left out, since they do look for some sort of naturalness along with universal appeal. And it is quite clear that Petersons’s languages, however many people learn them to talk to khaleesi, are meant for their own cultures, not for ours.If you are bitten by the desire to create a language, this is the easiest path to satisfying that urge> You may want to go to other works later, but this gives you the foundation and the direction you will need.

Really interesting read! As others have said, if you are simply looking for a narrative of how languages like Dothraki and ShivÃƒÂ¤isith were created, this book is going to be overload. If, however, you’d like to see the nuts and bolts of how languages are created - and maybe try it yourself! - David has essentially given us Conlang 101 with lots of humor and examples from both natlangs and conlangs to illustrate the major facets of a language.As so much of the book relies on the *sounds* of language, I highly recommend the audiobook. I read the paperback while listening to the audio, and look forward to revisiting both versions as resources as I set about creating my own language(s).

I came across this title while reviewing a fascinating game in Kickstarter called "Dialect." When I was a teenager, I discovered Tolkien and, through Tolkien, the idea of constructed languages ("conlanging"). I was hooked, and my ambition was to become a linguist. While those ambitions faded over time, the interests did not, and this book kept me reading from front to back. The author’s sense of humor as well as his enthusiasm for the work is infectious. The details he provides give a fantastic glimpse into the workings of language and writing, as well as a fascinating history of the art form.

The Art of Language invention is clear and concise on informing about constructed languages and the how-to's of going about it for yourself, it is also an interesting read for those who are interested in languages. I would highly recommend this book, especially for fans of Defiance, Thor: The Dark World, or Game of Thrones since it gives an insight into how the languages in those tv shows and movie were created.Have very much enjoyed reading it and has helped me in my own efforts of creating a language for my novel universe.

I am studying linguistics but this book is very dry. I really had a difficult time following it.

A very interesting and informative read. Not only does it feature incredibly in depth look into the world and community of language creators, but it has nearly all the information you could ever need to know about making your own language. It could be a little much for casual readers, or people just needing a few words for their fictional world. Whatever the case may be, if you want to know all the ins and outs of language, this is a good place to start.

Definitely one of the most interesting reads I've come across in the longest time. Great for aspiring linguists (unlike me) and hobbyists (like me) alike. Grab it while you can! :D

Surprise can be a wonderful thing. Not always, sure. I mean a heard (herd?) of deer (dear? Mmm . . .) trying to leap over your car is surprising and not all that wonderful. But finding a twenty in your jeans or hearing a joke you havenÃƒÂ¢Ã â ¬Ã â„¢t heard 14 times or laughing out loud at a book youÃƒÂ¢Ã â ¬Ã â„¢re reading for research can be delightful. I recently encountered that last one.The Art of Language Invention: From Horse-Lords to Dark Elves, the Words Behind World-Building by David J. Peterson is a piÃƒÂ ata of a book. You have to take a good whack at it. And if you do - if you get through the shell - you will be rewarded with all kinds of delicious tidbits.The way words evolve. Why do does ÃƒÂ¢Ã â ¬Ã Ëœpneumonia ÃƒÂ¢Ã â ¬Ã â„¢ start with a ÃƒÂ¢Ã â ¬Ã ËœpÃƒÂ¢Ã â ¬Ã â„¢? The secret origin of my archenemy The Homophone. Peterson answers all kinds of questions I had never thought to ask, but IÃƒÂ¢Ã â ¬Ã â„¢m considerably better off for having answered. The book is also funny. I love his running onion gag.Linguistics is not an easy and there is no trick to make it easy. The way we manipulate words is complicated, inconsistent and sometimes infuriating. Taking a look at language from the perspective of a someone who wants to construct one makes trudging through the complexity more of project

than a chore.Oh, yes. I've doing research for a new book. On language. And this bit of work made my work way easier. I love that even more than onion gags.

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