

[Free read ebook] The Language Construction Kit

The Language Construction Kit

Mark Rosenfelder

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Mark Rosenfelder : The Language Construction Kit before purchasing it in order to gage whether or not it would be worth my time, and all praised The Language Construction Kit:

38 of 39 people found the following review helpful. A must have for fantasy world building By William D. Colburn I bought this book because I want to make distinctive names in a variety of made-up languages for my Pathfinder (like

DD 3.5) game. The author's website (zompist) appears to have been around for quite a while, and seems well connected and well respected, but for some reason I had never come across it. I found it at a good time though; just days before his book was released. The website has a lot of good information, but the book is better because it is more of everything on the website. The website is more like an overview, but this goes into detail, and I got a lot more out of the book form of the material than I did his website. The information on how humans make sounds is quite possibly the missing link I needed to go from the ideas I have in my head into actual written examples of a made up language. In addition to being a very practical guide to help me create interesting sounding names, the book is just fun to read overall. The author seems to know a little bit about a whole lot of languages, and it's fun to read about the subtle little nuances that exist that I've never noticed. 2 of 2 people found the following review helpful. Highly Recommend It! By Customer I am a complete novice entering into the world of Conlanging and this was my first purchase, I read his website online and found it fascinating and informative and wanted to go more into depth. There are a lot of things covered here that I'd never even heard of before. You don't really think about all the things that go into the language that you speak, but someone, somewhere has analyzed it, saw its rules, patterns, and gave it a name and grouped it with others like it. And this book does a fantastic job of explaining those concepts (some very complicated) in a practical way that makes it easy to transfer this information into creating one's own language. It's a riveting read and I am so excited to put it into practice. 1 of 1 people found the following review helpful. Awesome, if you're curious By Klingo This book is really interesting and useful if you are curious about languages or even want to create your own language. The book gives some sound advice and guidance based on whether you're going to simply create part of a language to simply name things or if you want to create some aspects of a language for your rpg/novel or the basics you'll need if you want to create a complete functioning language. Some aspects of different fields are touched on briefly like: Phonology (The sounds of your language and their organization) Morphology (The change or lack of change in word-forms to distinguish grammatical differences and meaning) Lexicon (Your language's vocabulary) Alphabet (I think this is self-explanatory) Orthography (Your language's writing system) It makes no attempt to teach any of those things, but rather takes useful aspects of those things for you to use, and gives you an idea of how to pull it all together to make your language's "Grammar" (among other things), but it is in no way complete or very in depth, so if you are a linguistics major and want some deep intellectual analysis then this might not be for you, if, on the other hand, you just want to fool around with aspects of language for fun or create your own, then this is a good place to start. Enjoy.

Create plausible and realistic languages for RPGs, fantasy and science fiction, movies or video games, or international communication... or just learn about how languages work from an unusual, light-hearted perspective. The Language Construction Kit on zompist.com has helped a generation of conlangers to understand and create languages. It's expanded here with coverage of semantics and pragmatics, language families, writing systems, and sample wordlists, as well as an annotated sample grammar. Second revised edition (1.2).

About the Author Mark Rosenfelder is a conlanger and author, creator of zompist.com.