

Tahano Hikamu

Carsten Becker

The writing you can see next to this poster is a rendition of my translation of the text I received for the *LCC3 Relay*. The text used for this version of the ‘Telephone Game’ was translated from Jan van Steenbergen’s conlang *Wenedyk* into my conlang *Ayeri*.

Since I have always had an interest in alphabets it was somehow clear to me that *Ayeri* would need a native script. After all it is supposed to be spoken on an earth-like planet that is not Earth itself, so using any existing script was not an option. Before coming up with *Tahano Hikamu* I have played with a couple of ideas, though none of these pleased me or seemed useful for everyday life. The script’s name, *Tahano Hikamu* (‘Round Script’, stems from the fact that the letters of this script are basically rounder than those of an alphabet I had designed (and scrapped) earlier. In the end however *Tahano Hikamu* has become what I had been looking for – a script that both pleases my sense of aesthetics as well as being close to what might exist in the real world as a language’s native day-to-day alphabet.

The first notes about *Tahano Hikamu* are dated March 23, 2005. What were rough ideas about letter shapes at first developed into a rather complex writing system during the course of years by constant refining, correction and addition through actual use.

People have suggested *Tahano Hikamu* looks similar to *Thai* or *Tibetan* writing, and indeed those influenced me a little when I have designed the basic letter shapes.

Information:

You can find more information on *Tahano Hikamu* on Carsten’s *Ayeri* page:

> <http://benung.nfshost.com/?go=scripts>

In case of further questions about details, you can also contact Carsten by email:

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