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 esthetics 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:
› carbeck@gmail.com