

A MARVEL-ous Homecoming: Creating conlangs for Captain Marvel

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Overview

Objectives

- Give some background on conlangs
- Review my experiences creating conlangs for Marvel Studios
- Explore how conlangs can be integrated into linguistics

Constructed Languages

Constructed Languages

- Constructed languages (sometimes called planned or artificial languages) are languages that have been purposefully and intentionally created by individual humans
- Large variety of goals for different types of conlangs:
 - **Auxiliary Language:** Ease communication between disparate groups of people, e.g. *Esperanto* (Zamenhof 1887)
 - **Fictional Language:** Give depth and realism to some fictional setting, e.g. *Dothraki* (Peterson 20014)
 - **Engineered Language:** Used for experimentation on linguistic and cognitive effects of language, e.g. *Lojban* (Logical Language Group 1987)
- Conlangs can be created from scratch (a priori) or use parts of existing languages (a posteriori)

Conlangs: History

- Humans actively modifying/regulating language use has been around probably for as long as language itself
 - Many references in ancient texts of rulers coining neologisms
 - Understanding of "grammar" but not used to create new languages
 - Used more to regulate, cf. language academies and language planning
- First "real" conlang: Latin-based *Lingua Ignota* created by the German abbess Hildegard of Bingen in the 12th c. (Higley 2007)
- In the Enlightenment, attempts to "correct" the defects of natural languages (e.g. polysemy and irregular morphology), as in John Wilkin's (1668) *Philosophical Language*

Conlangs: History

- Some of the philosophical languages were meant for communication, but did not catch on
 - Did make some advancements in fields like semantics and served as a conceptual precursor to more recent developments like the thesaurus (Roget 1884)
- In the late 19th century, auxiliary languages became the main kind of conlang
 - Languages like Esperanto and Volapük created to aid communication across speakers of different natural languages
 - Designed to be easily learnable
 - Existential goal of facilitating peace and understanding across the world
 - Most took aspects of natural languages

Conlangs: History

- Esperanto has been the most successful conlang, though it falls short of its lofty goals
 - Was allowed to change naturally
 - Several Million speakers today (Lewis et al. 2015)
 - Even some native speakers (Versteegh 2001, Corsetti 1996)
- Another shift in conlangs after Tolkien's fictional languages of Middle-Earth
 - Tolkien was a philologist and historical linguist
 - Used this knowledge to create full and naturalistic languages with rich historical derivations
 - His novels were created because of his conlangs (Tolkien 1981: 219)

Conlangs Today

- Tolkien's novel inclusion of conlangs in his fiction started a movement
- Klingon by Marc Okrand (1997), Na'vi by Paul Frommer, Dothraki and Valyrian by David J. Peterson and hundreds of other languages in science fiction and fantasy
- Conlangs are now an expected quantity:
 - If a work of fiction has people (human or otherwise) not from earth, there is a conlang for them
 - Gibberish does not cut it anymore, e.g. Leia/Boush's "language" Ubese in *Return of the Jedi*
- Fans have unprecedented access to learning and analyzing languages in their favorite media
- This passion combined with the internet has led to the exponential growth of the conlanging community
- Millions of amateur conlangers creating, sharing, and speaking millions of conlangs on internet forums
- Even a Language Creation Society

Personal History

- I was one such amateur conlanger
 - I was an expert in conlanging before I was even a novice linguist
- Conlangs set me on my path to become a linguist
 - Read *Lord of the Rings* at an early age and got my first taste of conlangs
 - Began to create my own
 - Wanted to learn Latin and other ancient languages in middle school
 - Came to UK where I discovered the field of linguistics!
- No idea that conlangs would come back into my professional life

Captain Marvel and Torfan

Captain Marvel



Captain Marvel: Getting the Job

- Once-in-a-lifetime opportunity, though hopefully not the last!
- Proud to contribute (even in a small way) to the first Marvel movie to focus a female hero!
- My advisor Michael Weiss was contacted by a producer from Marvel in June 2018 asking if he could create a conlang for a few scenes
 - Michael was busy at the time and could not do it in the time needed
 - He put the producer in touch with me and another grad student
 - Completed the language in less than a week

Working for Hollywood

- Contracts and NDAs
 - Could not talk about it until the movie came out
- Company accounts
 - Secure ways of disseminating information
- Deadlines
 - Very short turnaround: Filming scenes that used the language in 1 week
- Ownership of the language
 - Became Marvel's property so they could do whatever they wanted with it
- Scope of the language
 - Only used in one extended scene

Torfan: Process of Creation

Need some basic info to start creating:

- Who is speaking the language?
 - Are they human or human-like?
 - What is their culture like?
- How is the language being used?
 - What is the scene?
 - What are the speakers saying?
- Do the filmmakers/writers have anything they want included?

Kree concept art



Inspiration: Torfa Concept Art



Inspiration: Torfan Concept Art



Inspiration: Previs and Scripts



14 **EXT. UNDERWATER** 14

STARFORCE launches out of their pods like torpedoes, shooting straight toward us. Ramp to SLO-MO as Vers passes us.

15 **EXT. TORFAN RUINS - MISTY LANDSCAPE** 15

Foggy desert covered in ancient ruins. From out of the fog, shadows move... take form as:

STARFORCE creep forward, on alert. As they clock their surrounding environs, each touches an icon on their FOREARM CONSOLE. Their uniforms CHANGE COLOR, camouflaging them for their mission. They spread out, dropping behind cover for a stop, look and listen.

We FOLLOW Vers as she crouches behind a dilapidated column, scanning through her helmet visor to clock-

VERS'S HUD P.O.V. as her image-intensifier cuts through the fog, REVEALING: beyond the ruins a steep ravine, a perilous bridge over an indeterminate drop... and a bombed-out TEMPLE.

Yon-Rogg brings up his radar on his forearm console.

Designing for Others

- Different from past experiences in conlanging:
 - Creating one to be used by other people
 - Had to be approved by studio execs
 - Had to be finished very quickly

Designing with Others

- Created with my colleague Ryan Hearn
- Working over a distance
- Delegated aspects of the language:
 - Ryan handled more of the morphology and syntax
 - I handled the sound system and most of the lexicon
 - For some of Ryan's perspective, you can listen to a podcast we did for the Cornell Language Resources Center at <https://lrc.cornell.edu/podcast>

My co-creator Ryan Hearn



Torfan: Phonology

- Wanted an inventory that sounded different from English, but was still easy to pronounce
- Consonant inventory inspired heavily by Ge'ez
- A few basic phonological rules:
 - aɪ/e alternations
 - Final stress in verbs and nouns
 - Nasal assimilation

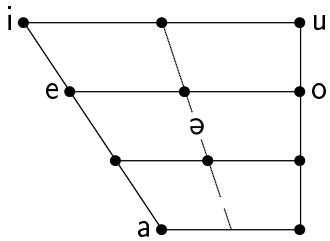
Torfan: Consonants

		Labial	Alveolar	Post-Alv./Pal.	Velar	Pharyngeal
Stop	<i>Voiceless</i>	p	t		k	
	<i>Voiced</i>	b	d		g	
	<i>Ejective</i>	p'	t'		k'	
Nasal		m	n		ŋ	
Affricate			ts'			
Fricative	<i>Voiceless</i>	f	s	ʃ		ħ
	<i>Voiced</i>	v	z	ʒ		
Trill			r			
Approximants			l	j	w	

Ge'ez Inspiration

		Labial	Alveolar	Palatal	Velar/Uvular	Labiovelar	Pharyngeal	Glottal
Stop	<i>Voiceless</i>	p	t		k	k ^w		ʔ
	<i>Voiced</i>	b	d		g	g ^w		
	<i>Ejective</i>	p̣	ṭ		ḳ	ḳ ^w		
Nasal		m	n					
Affricate			ts'					
Fricative	<i>Voiceless</i>	f	s, ʃ		χ		ħ	h
	<i>Voiced</i>		z				ʕ	
Trill			r					
Approximants			l	j		w		

Torfan: Vowels



Diphthongs: ai, au

Torfan: Syntax & Morphology

- SOV word order
 - Most common typologically, but different from English
 - pro-drop
- Straightforward agglutinative language
 - Very similar to Turkish and Japanese in its structure
 - Wanted it to be modular and easy to use

Torfan: Verbal Morphology

- ① Inclusive/Exclusive: *sa/da-*
- ② Causative: *-for*
- ③ Passive: *-mir*
- ④ Moods:
 - Supplicative: *-kin*
 - Optative: *-kis*
 - Imperative: *-bal*
- ⑤ Negation: *-vai/ve*
- ⑥ 3 Tenses:
 - Past: *-ta*
 - Present: *-tai/te*
 - Future: *-ti*
- ⑦ Subordination:
 - "If...": *-ma*
 - "When...": *-lau*
 - Indirect Statement: *-xa*
- ⑧ Question: *-si*

Torfan: Nominal Morphology

- Plural: *-tan*
- Cases:
 - Nominative: $-\emptyset$
 - Accusative: *-ka*
 - Dative: *-men*
 - Also denotes motion towards something
 - Genitive: *-p'a*
 - Also denotes motion away from something
 - Ablative: *-di*
 - Locative: *-lo*

Torfan: Lexicon

- Vocab: About 300 words
 - Mostly Nouns and Verbs, some basic adjectives, pronouns, and others
- Most words from Swadesh list, but included many that were more appropriate for the scene
 - *ənts'ak* "enemy"
 - *t'orva* "home"
 - *ʃkrulə* "Skrull"
 - *vaimir* "die"
 - *wen* "go"
 - *kis* "kis"

Torfan: Example Dialogue

- (1) dəmp'a-ka kusartam-p'a da-wenjkavi-bal
planet-ACC 1st-GEN excl.-get.off-IMP
"Get off our planet!"
- (2) hisar da-t'erm-te-vai
here excl.-belong-pres.-NEG
"You don't belong here!"
- (3) isar-p'a da-wenka-bal... zau
this.place-GEN excl.-leave-IMP enough
da-yam-ve-ta-si
excl.-done-NEG-PAST-Quest.
"Leave this place...haven't you done enough?"

Torfan: Example Dialogue (Shortened)

- (4) dəmp'a kust'ar da-wen̄kavi
planet-ACC 1st-GEN excl.-get.off-IMP
"Get off our planet!"
- (5) hisar da-t'erm
here excl.-belong-pres.-NEG
"You don't belong here!"
- (6) isar da-wen̄ka... zau
this.place-GEN excl.-leave-IMP enough
da-yam-ve-ts'i
excl.-done-NEG-PAST-Quest.
"Leave this place...haven't you done enough?"

Torfan: Example Dialogue

Experience

- Really Positive, and it's surreal to have your name in a movie's credits
- Constraints might have aided the creation:
 - The limited time meant that we could not add as many idiosyncrasies and complexities that most languages have
 - Kept the language simple and easy to use
- Would do it again
- Don't want to be a career conlanger
 - I still love creating languages
 - But I enjoy teaching and conducting research more

Conlangs and Linguistics

Conlangs Beyond the (Hollywood) Stars

- Conlangs have become more popular in media, but their uses go beyond just entertainment and adding depth to fictional worlds
- They can be a useful tool for linguists!
 - Community engagement
 - Good for teaching linguistics
 - Research paradigms

Linguistic Outreach and Promotion

- Conlangs are one of the reasons I became interested in linguistics
- There is a huge opportunity for the field to reach out to people that are interested in conlangs
- Connected to media that they care about
- Can use that as an opportunity to inform the public about linguistics and linguistic issues

Conlangs in the Classroom

- Conlangs are a great resource for classroom settings (Sanders 2016)
- Courses that focus on conlangs:
 - Very popular right now
 - Can serve as an intro to linguistics
 - I am in the middle of teaching my second course on Conlangs
 - Can be used as a lens through which students can view linguistics problems
 - Creation of problem sets and student activities
 - "Teaching Proto-Indo-European as a Constructed Language" (Byrd & Byrd forthcoming)

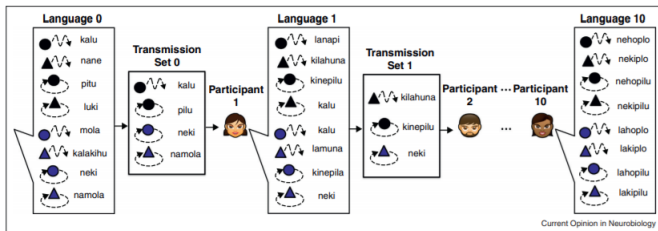
Conlangs in linguistic research

- Much work has been done on various phenomena at the margins of language:
 - Poetry, e.g. Halle & Keyser's (1971) analysis of English stress, and too many others to cite
 - Ludlings and language games, e.g. Ito, Kitagawa & Mester's (1996) analysis of Japanese prosody
 - Humor, e.g. Sutton-Spence & Napoli's analysis of linguistic properties of sign language
- Conlangs, while utilizing many of the subfields that we work on, are linguistically marginal
- But they can still serve a purpose in linguistic research programs

Conlangs in Linguistic Research

- There are multiple avenues of linguistic research open across many subfields that can study and use conlangs
- Many of these overlap:
 - Language Acquisition: Look at Native conlang speakers (Versteegh 2001, Corsetti 1996) or how SLA differs for conlangs vs. natural languages
 - Psycho- and Experimental Linguistics: Examine learnability of certain linguistic phenomena using artificial grammar learning paradigm (e.g. Christiansen 2000; Culbertson & Smolensky 2011; Navarro et al. 2018; Raviv & Arnon 2018)

Conlangs in Linguistic Research



- Computational and Historical Linguistics:

- Experiment on the learnability of certain reconstructions through either the reconstructed grammars or artificial grammars
- Examine pathways of change and the emergence of linguistic patterns, like compositionality (Navarro et al. 2018; Raviv & Arnon 2018)
- Combine with Iterative Learning paradigm and agent-based simulations (Kirby, Griffiths, & Smith 2014)

Conlangs are cool!

Takeaways

- Conlangs have a long and rich history that is intertwined with natural language
- Conlangs are prominent in media today
- Conlangs are a great potential source for linguistic research and outreach

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Thank you!

The Skrull Language

Bonus: Skrull Language

- A month after we finished work on Tofan, Marvel asked us to make another language: **Skrull**
- Similar time-frame of about a week
- Skrull throughout the comics are villains, but they were good in the movie
 - More reptilian
 - Can shape-shift
- Did not actually make it into the movie, but could show up in future movies

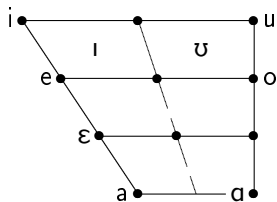
Skrull Language

- Isolating language
- About 150 words
- Included more non-English sounds
- Vowel system and stress heavily influenced by Latin

Skrull: Consonants

		Labial	Alveolar	Post-Alveolar	Palatal	Velar	Uvular/Glottal
Stop	<i>Voiceless</i>	p	t	-----	c	k	-----
	<i>Voiced</i>	b	d	-----		g	-----
Nasal		m	n				
Fricative	<i>Voiceless</i>	-----	s	ʃ	-----	x	h
	<i>Voiced</i>	-----	z	ʒ	-----	ɣ	-----
Trill							ʀ
Approximants			l		j	w	

Skrull: Vowels



Skrull: Syntax

- SVO word order
- Isolating language
- Verbal Syntax:
 - Auxiliary+NEG+Main.Verb+Adverb/Particle
- Nominal Syntax:
 - Quantifier/Numeral » Classifier » Head.Noun » Adjs. »
Demonstratives » Possessive/Associative.Noun

Skrull: Example Sentences

(7) kaʒtuc aR yook

"Everything will be okay."

(8) ʃkRul ak waR cal noofkaʒa

"The Skrull will have their revenge."

(9) Naskaʒ keʃ ʃkRUU kaʒ tuc gaataRS

"We have conquered the entire galaxy."