

Animasimulation

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Abstract— Visualization has been used to refer the creative process of using 2 and 3-Dimensional software in the production of products or service. This process of using 2 and 3-Dimensional software to create artworks gives a fair idea of what the final products service may look like and even allows changes to be made during testing process. This paper solicited to challenge words such as conceptualization and visualization with animasimulation which better describes the artistic process. A fundamental research approach is utilized and as a result; an empirical method is carefully used in selecting literature for this paper. The paper will discuss the intellectual grafting of animasimulation and other of such words as mechatronics and animatronics, as well as the linguistic guidelines in the formation of intellectual grafting.

Index Terms - Animasimulation, intellectual grafting, visualization and linguistic compound



1 INTRODUCTION

Available literature has proven that portmanteau words which are related to academia or academic studies are done to bring skills and knowledge together from diverse branches or areas which usually opens up a new direction of research to further solve a particular problem or help break new novelties towards human and societal development but instead, this paper uses 'intellectual grafting'. It is argued by the writer as appropriate than portmanteau; this fact will be argued with selected textual document in later section. Bio-engineering; a concept of Biology which uses engineering as secondary analytical methodologies; this can be explained in the context that, whilst primary or traditional engineering applies physical and mathematical sciences to analyze, design and manufacture structures and processes [1]; biological engineering uses molecular biology to study and advance applications of organisms. The concept imbued Animasimulation. [2].

Definition of the term is a necessary requisite comprehension of the concept; the term therefore could be defined as using animation tools, techniques and methodologies to imitate and study how a product, process or system could behave over time. The finished product, process or system is chosen to be tested against certain precondition for a result. In this case, simulation which is the fundamental concept uses animation tools, techniques and methodologies in modeling, texturing and shading to give a fair conception of how a product, process or system will behave or look like when built.

Etymology of the term is coined and first used by the researcher in Doctoral dissertation [2], it is coined by linguistic endocentric compound. The word consists of two different words which are joined together with simulation being the head, hence carrying the greater meaning of the whole word formed. In other words, the word is determined to be endocentric compound as per the linguistic rule of forming endocentric compounds which states that one of the words joined is considered the head and contains the meaning of the portmanteau formed.

It will be noted that, the new intellectually grafted word consists of *animation + simulation* which the first word (animation)

is clipped; meaning some part of the word animation is cut out leaving only some part of it; simulation in this case was left untouched hence the definition or meaning of the word depending on it as it acts as the head of the formed word because it carries the meaning.

2. Linguistical guidelines for intellectual grafting

The goal of this section is to discuss the four main guidelines which intellectual grafting and portmanteau has been carved. The term compound without its linguistic adjectival qualifier makes it vague and can only be understood as per the academic field of study of an individual, e.g. (1) the term when goes beyond its fundamentality, could mean different things to the mathematician (2) so could it also mean or describe a different thing to the chemist, but qualifying it with 'linguistics' narrows its meaning. Linguistical compounds are simply a word that derived from more than one. Compounding will therefore mean, composition of words to create a single word.

Semantically, linguistic compounds are classified into four major stratifications, namely; (a) endocentric (b) exocentric (c) copulative and (d) appositional compounds. A detailed discussion of each will be done thereof;

2.1 Endocentric compounds

As a fundamental characteristic of endocentric compound, when it constitutes two parts; the head, a vital and categorical part which contains the basic meaning of the whole new formed word and the second word, a modifier which controls the word's meaning [3].

2.2 Exocentric compounds

Unlike endocentric which one of its combined words forms its head, the meaning of exocentric compounds mostly seem obscure. Exocentric compounds also consist of more than one word or part but none could be viewed as providing the bulk of the meaning of the new word formed.

2.3 Copulative compounds

These are compounds which both parts of words (A + B) are all semantic heads. Neither A nor B denotes or carries the bulk meaning of the new formed work rather the meaning of the new word formed is carried by both A + B. In this kind of compound, the meaning of the name depicts A + B.

2.4 Appositional compounds

This type of compound are made up of different distinct words of different attribute hence it provides different meaning for the new word form. Both A + B provides description of what each of the word mean. In other words, both meaning of A + B remains the same even when they are used informing the compound.

3. Formation of Animasimulation

Animasimulation can clearly be categorized as an endocentric compound because it posses the following characteristics (a) it is a compound because it consist of more than a word, thus; animation + simulation (A + B) and (b) a fundamental endocentric rule states that; one of the words (either A or B) contains bulk meaning of the word formed which is (A + B) and in this case; animasimulation qualifies as an andocentric. But this two justifications isn't all, there is another technique used in the formation of animasimulation. It will be realized that the first word animation has been truncated to 'anima'. It wasn't done accidentally, rather by rule of a technique called clipping in morphology. Marchand [4] is of the view that clippings are not coined as words which belong to any vocabulary of language but rather, originate from slang used by a particular group. And in order for endocentric rule to apply to animasimulation, one of the word needed to be clipped or truncated, hence the clipping of animation (A) to make simulation (B) carry the meaning of new compound formed.

3.1 Why isn't it called Portmanteau?

The definition of animasimulation qualifies as both portmanteau and intellectual grafting. This therefore raises a question of why is animasimulation therefore deemed to be intellectual grafted than portmanteau? This section discusses that.

Intellectual grafting is a coined word by the researcher. It takes the form of appositional compound with both word (A + B) having different meaning hence changes the overall meaning of the compounded word form. Merriam-Webster [5] defines portmanteau as linguistic blend of word combined to form new word. This makes both intellectual grafting and portmanteau homogenous due the following facts (a) they are both compounds formed by joining two words together (b) qualifies for all four categories of linguistical compounds. But what makes the difference then? Intellectual grafting is

deemed more professional and accurate name for linguistic compounds and blends that are formed basically between intellectual knowledge words form to mean everyday ordinarily connotation. Intellectual grafting is coined by the joining of two word intellectual (A) + grafting (B), intellectual is used to mean or represent a normative or critical thinking of societal realities, intellectual is characterized by the production or by extending ideologies as well as defending a system of values and grafting, a horticultural technique usually used in plant and tissue hybrid production where two or more of plant or tissue are joined and grow together [6]. By this definition, mechatronics which is a compound of mechanical (A) + electronics (B), animatronics which made up of animation (A) + electronics (B) falls into the category of animasimulation than portmanteau. A careful observation of portmanteau and intellectual grafting is that; intellectual grafted words are created or coined aimed at situations which are more of scholarly which erudite and develop conceptual theories, and is more geared towards academics and knowledge as suggested by Sowell [7]. Portmanteau on the other hand can be used to mean everyday thing, from name of food, country, place, meal, it can also be in the form of name-meshing to mean informal naming, such as in [8], [9].

4. Animasimulation and visualization

For years, the creative arts especially seem to be struggling to find its normative, it has rather been seen in a perspective as a complimentary than a complete or wholistic discipline. a case study of the developmental novelty of cinema can be used to justify this claim. In early days of cinema, great filmmakers, Georges Méliès and Lumière brothers were not much interested in narrative structure of the stories they produce, rather, they are interested in how their invented equipment work, hence a camera could be positioned to record anything without following a particular storytelling normative as recorded by [10], [11] and it took a while before storytelling structures and production procedures were normalized to become accepted form of doing things as per the industry standards. Even though the creative arts has long evolved through the novelties, it's still seem be going through lots of procedures in an effort to normalize it. This is because it has been depended on technology since its time of novelty and it still depends on other intellectual knowledge in the development of its tools and all these has contributed to the stampe of the creative arts, hence its borrowing of naming from other intellectual knowledge branches.

Visualization which has been used to define the creation of images, diagrams and even animation to communicate a message. To refresh ourselves with the aim if this research; to argue that the use of visualization to mean the 'process' than the 'finished' created message. The oxford dictionary [12] defines visualization which is in line with the idea of this paper;

as a representation of an object or situation as a chart or image. It is important to note the usage and meaning of the word 'representation' as used in the definition thereof, this creates an inference that visualization is used to mean already created object or situation as a representation, as stated earlier in [12] with the help of specialized software. Unfortunately, visualization is used to define the 'process' of creating an object or situation which is a representation [12] of something either known or unknown. Hence the introduction of intellectually grafted word coined with linguistical compound guideline called animasimulation. The new word formed contains a vital stem which carries the bulk meaning of combined intellectually grafted word which is simulation, a term which [13] defined as being the 'imitation' of real-world process or system. The two terms used in both definitions; representation in [12] and imitation in [13] have the inference of something being created through a process and since the word animation means a process of creating illusion, animasimulation better describes the process of creating representations of objects, situations or services. Animasimulation, based on the justifications prior, can be defined as the process of creating representations of objects, process or service either by static or moving images which gives off information to be analyzed.

Conclusion

This paper as mentioned thereof in the abstract is a fundamental research with the sole aim of (1) introducing and justification of intellectual grafting and (2) challenging of appropriateness of using visualization to mean both the process and finished representation or imitation of 'something' is carefully done empirically by gradual intertextuality [14] are done to explain and justify the cause.

One may ask the difference between intellectual grafting and portmanteau since they all share the characteristics of (1) having more than a word which means they are made up of two or more words joined together (2) both follows the four basic semantic linguistical stratifications if either done deliberately by following the guidelines or done otherwise. But this paper justified and advocate for the normative use of intellectual grafting to mean linguistical compounds or blends which are formed with or without clipping of words that are more of intellectual relevance and are applied such as Bioinformatics which is a compound of Biology (A) + Informatics (B) with (A) clipped, Mechatronics a compound formed from Mechanical (A) + Electronics (B) and all above-mentioned compounds are applied than fundamental which is inferential of portmanteau such as smog a compound of smoke (A) + fog (B) with (B) clipped such words are not applied as intellectual grafted.

Secondly, textual justification has been done empirically to the challenging of the appropriateness of visualization to mean the process of creating a representation rather a finished created object which is to be studied or tested against

certain pre-defined factors or variables. Animasimulation is introduced as the appropriate name for the definition of the 'process' of creating of representation of object, product or service which is to be visualized or for visualization purposes as well as testing or study against pre-determined factors or variables thereof.

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