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Nota di contenuto	Nonmanuals in Sign Language -- Editorial page -- Title page -- LCC data -- Table of contents -- Nonmanuals in sign languages -- 1. What do nonmanual articulators reveal about the grammar of sign languages? -- 2. Content of this book -- Acknowledgements -- References -- Syntax and prosodic consequences in ASL -- 1. Introduction -- 1.1 The puzzle -- 1.2 Methodology and consultation -- 2. Background on multiple wh-questions -- 2.1 Stacked wh-question -- 2.2 Coordinated wh-question (wh& -- whQ) -- 2.2.1 Coordinated wh-questions - the 'at all-reading' -- 2.2.2 Coordinated wh-questions - the 'it-reading' -- 2.3 Multi-dominance in coordinated wh-questions -- 2.3.1 The 'at all-reading' as 'non-bulk shared' -- 2.3.2 The 'it-reading' as 'bulk shared' -- 3. Background on wh-questions in ASL -- 3.1 ASL single wh-questions -- 3.1.1 The leftward analysis of wh-movement in ASL -- 3.1.2 The rightward analysis of wh-movement in ASL -- 3.2 ASL multiple wh-questions -- 3.3 An alternative analysis: Remnant Movement -- 4. Deriving three types of multiple wh-questions in ASL with distinct derivations -- 4.1 Remnant movement analysis of stacked multiple wh-questions -- 4.2 Deriving wh& -- wh-question 'at all-reading' via Parallel Merge and Remnant Movement -- 4.3 Deriving wh& -- wh-question it-readings via Parallel Merge and Remnant Movement -- 5. Analyzing the derivations to capture prosodic consequences -- 5.1 Background on

ASL phrasal level prosodic nonmanuals -- 5.1.1 Wh-marking -- 5.1.2 Focused wh-marking -- 5.2 Background on syntax-prosody interaction -- 5.2.1 Prosodic stress -- 5.2.2 Prosodic subordination and prosodic breaks -- 5.3 Prosodic consequences and new generalizations -- 5.3.1 Prosodic reset as a result of A-bar movement -- 5.3.2 Prosodic breaks as a result of A-bar movement -- 6. Conclusion -- Acknowledgments -- References.

Negation in Turkish Sign Language -- 1. Introduction: Why study negation in TD from a syntactic perspective? -- 2. Background: The syntax of TD -- 3. The data: Source, annotation, and distributional report for negation -- 4. The syntax of negation in TD -- 5. Summary -- Acknowledgments -- References -- Eye gaze and verb agreement in German Sign Language -- 1. Introduction -- 2. Theoretical background

-- 2.1 The Boston Group -- 2.2 The San Diego Group -- 2.3 The Berlin Student -- 3. Eye gaze in German Sign Language -- 3.1 The experiment -- 3.2 The results -- 3.3 The scope of eye gaze -- 4. Discussion -- Acknowledgments -- References -- Appendix -- Mouth gestures in British Sign Language -- 1. Mouth actions in sign languages

-- 2. Adverbial mouth gestures -- 3. The 'th' mouth gesture in BSL -- 4. Methodology -- 5. Data -- 6. Results -- 6.1 Distribution of tongue protrusion -- 6.2 Individual variation -- 7. Conclusion -- Acknowledgements -- References -- Nonmanual markings for topic constructions in Hong Kong Sign Language -- 1. Introduction -- 2. Topics in spoken languages -- 2.1 Some areas of controversies -- 2.2 Markings of topics in spoken languages -- 3. Topic constructions in sign languages -- 4. Definitions of topic adopted in this study -- 5. Methodology -- 5.1 Data collection and transcription -- 5.2 Identification and coding of topics in the data -- 5.3 Types of features coded and measured in the data -- 6. Results -- 6.1 'Aboutness' topics in the HKSL data -- 6.2 'Scene-setting' topics in the HKSL data -- 6.3 Fronted grammatical objects in the HKSL data -- 7. General discussion and conclusion -- Acknowledgements -- References -- Nonmanuals, semantic operators, domain marking, and the solution to two outstanding puzzles in ASL -- 1. Introduction -- 1.1 Objectives -- 1.2 Argumentation -- 1.3 Structure of paper.

2. Theoretical background: Nonmanuals and operators -- 2.1 Previous accounts for nonmanuals -- 2.2 Monadic and dyadic operators -- 3. Monadic operators in ASL -- 3.1 Negation and monadic operators -- 3.2 [+wh] - Another simple/monadic operator -- 3.2.1 Accounting for the spread of brow lowering -- 3.2.2 Accounting for the location of what -- 3.3 Summary -- 4. Dyadic operators in ASL -- 4.1 [wh] - A dyadic/restrictive operator -- 4.2 The understand puzzle -- 5. Conclusion -- Acknowledgements -- References -- Linguistics as structure in computer animation -- 1. Background -- 1.1 Animation basics -- 1.2 Advantages of animation -- 1.3 Challenges of animation -- 2. Linguistics as animation structure -- 2.1 A case study: Brows -- 2.1.1 Early linguistic findings -- 2.1.2 A starting point for animation -- 2.1.3 The role of brow motion in language -- 2.1.4 Refining the animation model -- 2.1.5 Recent investigations in co-occurring processes -- 2.1.6 An animation model for co-occurring processes -- 2.1.7 The role of the artist -- 3. Conclusion and future work -- Acknowledgements -- References -- Index.

2.1.7 The role of the artist -- 3. Conclusion and future work -- Acknowledgements -- References -- Index.

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Sommario/riassunto

Computer-generated three-dimensional animation holds great promise for synthesizing utterances in American Sign Language (ASL) that are not only grammatical, but well-tolerated by members of the Deaf community. Unfortunately, animation poses several challenges stemming from the necessity of grappling with massive amounts of data. However, the linguistics of ASL may aid in surmounting the

challenge by providing structure and rules for organizing animation data. An exploration of the linguistic and extralinguistic behavior of the brows from an animator's viewpoint yields a new approach for synthesizing nonmanuals that differs from the conventional animation of anatomy and instead offers a different approach for animating the effects of interacting levels of linguistic function. Results of formal testing with Deaf users have indicated that this is a promising approach.
