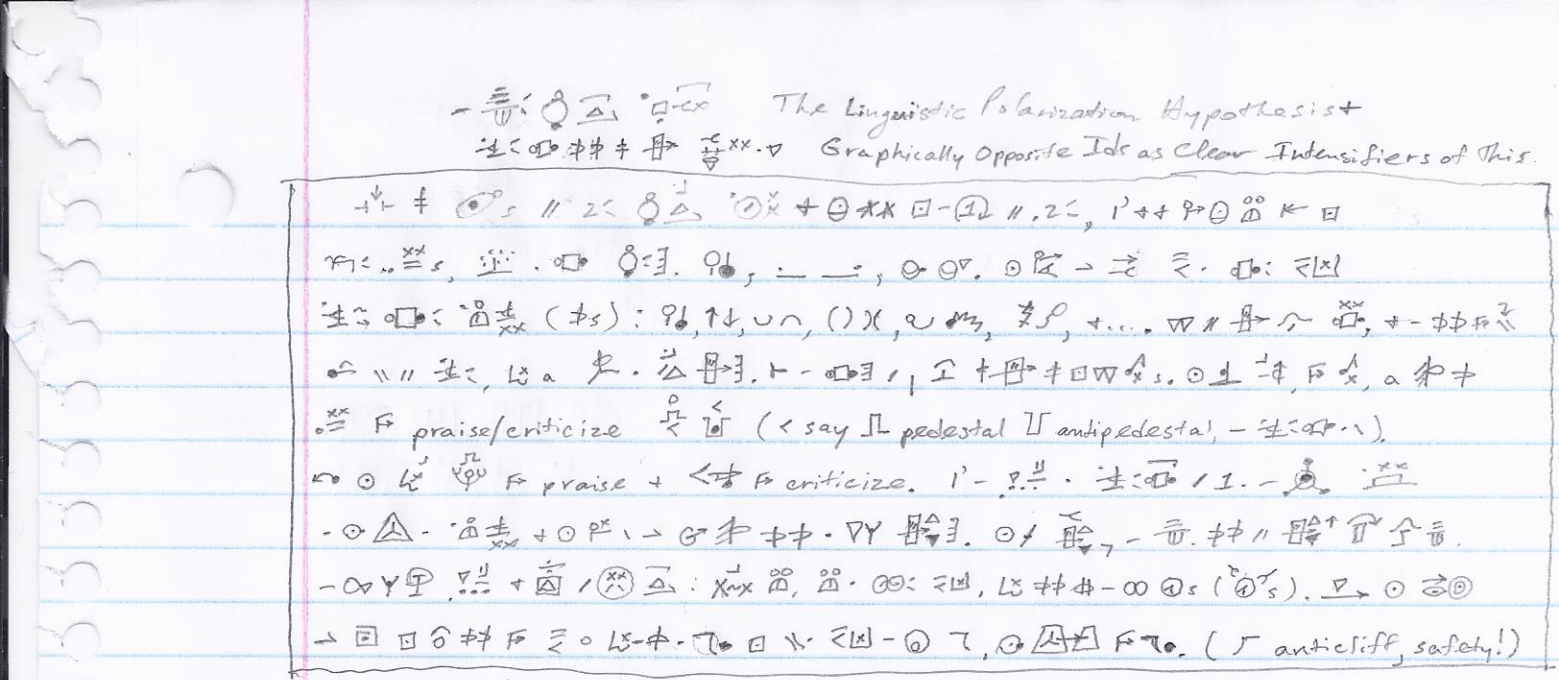

The Linguistic Polarization Hypothesis+
Graphically Opposite Ids as Clear Intensifiers of This.

Just as atoms are binary polarized entities + most stars in the universe are binary, so too do most ideas come in natural pairs, often of opposite polarity. Good/bad, near/far, terrestrial/alien. I try to give words of opposite meaning graphically opposite ideograms (ids): Good/bad, up/down, like/dislike, thick/thin, comfortable/uncomfortable, pain/pleasure, etc. These are clear, common opposites, + the ids for them, because they are graphic, have a dimension of increased clarity. But the oppositness is not always as clear as in these examples. I just made, for example, a new id pair for "praise/criticize" (< say ⊓ pedestal, ⊔ antipedestal, the graphic opposite of it). Before, I had ⊓ for "praise" (or <⊓) and <⊣ for "criticize". So, the principle of graphic opposition is one of the main bases of my system of ideograms, and I use it to generate new ids of great clarity. I am clarifying the language. Ids are clearer than ordinary language. The other big important principle and device is family-ization: related ideas, ideas of similar meaning, have ids with the same parts (components). Thus, I aim to include in all ids that have the sense of "danger" in in their meaning the element ⌐ (cliff), my metaphor for danger. (⌐ anticliff, safety!)