

PHILOLOGY

A. Kaneeva, S. Minasyan

(Don state technical university. Rostov-on-Don, Russian Federation)

Game status of anthropomyn space of Boris Vian novels: problems of translation

It is considered the difficulties of Boris Vian's novels translation including the writer's constructed anthroponyms in the language game of his novels grotesque space. The proper nouns are examined, they are the most difficult to be translated, because some of them loose their grotesque and tortuous style. The author's device classification of the proper nouns implication is given. The author's aim to construct the proper names to attend pejorative connotation is underlined. In this context the particular place is taken by telescoping, derivation, homophones, homonyms, limits delete between proper names and appellatives. The number of allusions, anagrams permit to make a conclusion that the proper name in the linguistic author's game contains some inside information. The difficulties of translation are linked with the necessity to separate inside and outside part of anthroponym's semantics, this determine the necessity to include translator's note to the translation which permits to recognize the ideas put into the novel.

Key words: Boris Vian, novel work, translation, anthroponyms, proper nouns.

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