Symbol drawing method based on their pronunciation

- Transcribe each phoneme to its corresponding phonogram based on the table below, except for phonemes [h] and [ə] that are only used to make the pronunciation easier, and [ŋ] and [a] that represent operators.
- If a sequence of phonograms – except circles, squares, crosses and dots – can form a continuous shape, draw them that way (e.g. :  [kəkrəg]). They must be drawn counter-clockwise and starting from the top (or top-left corner).
- By default, if the first of a series of phonograms is a circle or a square (standing on its edge or on a vertex), draw the phonograms inside of the shape before them. If the first phonogram is something else, draw them aligned from top to bottom, without any space between each other (e.g. :  [ew],  [jɔj]), unless that would merge them together and make their reading ambiguous.
- The phoneme [a] at the start of a sequence indicates that the following closed shape must be colored (e.g. :  [**a**w]). At the end of a sequence, it specifies that that sequence must be drawn aligned from left to right, without any space between each other, instead of its default layout (e.g.  [lj**a**],  [dụ**a**]).
- The phoneme [ŋ] at the start of a sequence indicates that the following phonogram must be drawn with a thicker line width (e.g. :  [**ŋ**ej]). At the end of a sequence, if the first phonogram was a circle or a square, it indicates that the sequence must be drawn aligned from top to bottom instead of its default layout. Otherwise, the last strokes must be drawn inside the shape formed by the first strokes. That is possible for both closed shapes (e.g. :  [kəgəʃə**ŋ**]) and open shapes (e.g. :  [məzə**ŋ**], [ẽzə**ŋ**]).

p=	t=	k= 	s= 	ʃ= 
b= 	ø= 	g=	ã=	ʒ=
ẽ=	l=	m=	õ=	f=
d=	x=	n=	r=	v=
i, j=		u, w=		
e, ɛ=		ɔ=		
z=		y, ɥ=		