

Public Review Issue #392: Multi-person Emoji

The Emoji Subcommittee would appreciate feedback on the following two issues dealing with multi-person emoji.

[A. Short form for uniform skin tone](#)




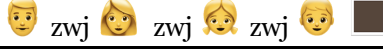

[B. Mixed skin tone for 3 multi-person emoji characters](#)

A. Short form for uniform skin tone

For multi-person emoji, the committee is considering whether to allow for fewer skin tone modifiers so as to make common sequences shorter. The following two options are being considered.

1. **Status Quo.** Either all or none of the people in the sequence is to have a skin tone modifier.
2. **Short Shared.** The same as (1), except that if all the people in the sequence share the same skin tone modifier, then all but the last skin tone modifier is omitted.

The difference between these in the examples below are between the internal representations (c) and (d) for a family of shared skin tone.

	Examples	Status Quo	Short Shared
a		recommended	recommended
b		recommended	recommended
c		recommended	<i>not recommended</i>
d		<i>not recommended</i>	recommended
e		<i>not recommended</i>	<i>not recommended</i>

Option A2 provides for a shorter form for uniform skin tone, which is frequent case. On older systems, it also provides a fallback for shared skin tones that better preserves the semantics of (a). That is: the fallback for (d) on older systems would present the family as a linear sequence of individuals:



The fallback for (c) on older systems would preserve the semantic of being a family:



or



















These fallbacks would happen naturally on older implementations because the rendering system

will look for the longest supported match, and then stop. Option A2 is also consistent with the application of a single skin tone modifier to a single-character multi-person emoji in [Emoji 12.0](#).

The committee would like feedback as which of these two options (A1 or A2) is better, and the reasoning behind that choice.

B. Mixed skin tone for 3 multi-person emoji characters

There is no current mechanism for having mixed gender or mixed skin tone for two emoji characters ( people with bunny ears and  people wrestling), or mixed skin tone for one emoji character ( handshake). The following options are being considered. In the second two, the internal representation is illustrated with *woman and man wrestling*.

1. **Status Quo.** Define no mechanism for mixed skin tones and/or gender for these 3 characters.
2. **Doubled.** Use a ZWJ sequence that duplicates the characters to represent mixed gender and/or skin tones. Examples:
 - a.  zwj   zwj   zwj 
 - b.  zwj  
3. **New Characters.** Encode 4 new characters: PERSON WRESTLING (abbreviated below as PW), PERSON WITH BUNNY EARS, and (for skin tones), OUTSTRETCHED HAND RIGHTWARDS (OHR), OUTSTRETCHED HAND LEFTWARDS (OHL) (for use in HANDSHAKE). Examples:
 - a. PW zwj  zwj PW zwj 
 - b. OHR  zwj OHL 

B1 Status Quo. This would be the choice if mixed skin tone for these three characters (or mixed gender for the first two) wouldn't get high usage. The mixed skin tone for handshake would probably be the most iconic of them.

B2 Doubled. The fallback is slightly odd, but probably acceptable, eg, two wrestlers of different skin tone:



No new characters required, which means that implementations can deploy as soon as this mechanism is documented (even before they are [RGI](#)).

B3 New Characters. Encoding 4 characters for these appears much lower priority than using the space for other new emoji characters, and has a longer lead time than #2. Note that we did encode two characters for doing a mixed-skin tone “fist bump” but not as a zwj sequence.

The committee would like feedback as which of these three options (B1, B2, or B3) is best, and the reasoning behind that choice.
