

## **Geometric Shapes**

### **Range: 25A0–25FF**

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 5.1*.

This file may be changed at any time without notice to reflect errata or other updates to the Unicode Standard. See <http://www.unicode.org/errata/> for an up-to-date list of errata.

See <http://www.unicode.org/charts/> for access to a complete list of the latest character code charts. See <http://www.unicode.org/charts/PDF/Unicode-5.1/> for charts showing only the characters added in Unicode 5.1. See <http://www.unicode.org/Public/5.1.0/charts/> for a complete archived file of character code charts for Unicode 5.1.

## **Disclaimer**

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 5.1 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this file, please consult the appropriate sections of The Unicode Standard, Version 5.0 (ISBN 0-321-48091-0), online at <http://www.unicode.org/versions/Unicode5.0.0/>, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, and #44, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

See <http://www.unicode.org/ucd/> and <http://www.unicode.org/reports/>

A thorough understanding of the information contained in these additional sources is required for a successful implementation.

## **Fonts**

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See <http://www.unicode.org/charts/fonts.html> for a list.

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

























































































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See <http://www.unicode.org/pending/pending.html> and <http://www.unicode.org/alloc/Pipeline.html>.

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	25A	25B	25C	25D	25E	25F
0	 25A0	 25B0	 25C0	 25D0	 25E0	 25F0
1	 25A1	 25B1	 25C1	 25D1	 25E1	 25F1
2	 25A2	 25B2	 25C2	 25D2	 25E2	 25F2
3	 25A3	 25B3	 25C3	 25D3	 25E3	 25F3
4	 25A4	 25B4	 25C4	 25D4	 25E4	 25F4
5	 25A5	 25B5	 25C5	 25D5	 25E5	 25F5
6	 25A6	 25B6	 25C6	 25D6	 25E6	 25F6
7	 25A7	 25B7	 25C7	 25D7	 25E7	 25F7
8	 25A8	 25B8	 25C8	 25D8	 25E8	 25F8
9	 25A9	 25B9	 25C9	 25D9	 25E9	 25F9
A	 25AA	 25BA	 25CA	 25DA	 25EA	 25FA
B	 25AB	 25BB	 25CB	 25DB	 25EB	 25FB
C	 25AC	 25BC	 25CC	 25DC	 25EC	 25FC
D	 25AD	 25BD	 25CD	 25DD	 25ED	 25FD
E	 25AE	 25BE	 25CE	 25DE	 25EE	 25FE
F	 25AF	 25BF	 25CF	 25DF	 25EF	 25FF

## Geometric shapes

Other geometric shapes complementing this set are found in the Miscellaneous Symbols and Arrows block.

25A0	■	BLACK SQUARE = moding mark (in ideographic text) → 2588 ■ full block → 2B1B ■ black large square	25C0	◄	BLACK LEFT-POINTING TRIANGLE
25A1	□	WHITE SQUARE = quadrature • may be used to represent a missing ideograph → 20DE □ combining enclosing square → 2610 □ ballot box → 2B1C □ white large square → 3013 ≡ geta mark	25C1	◁	WHITE LEFT-POINTING TRIANGLE = z notation domain restriction
25A2	◻	WHITE SQUARE WITH ROUNDED CORNERS	25C2	◄	BLACK LEFT-POINTING SMALL TRIANGLE
25A3	◼	WHITE SQUARE CONTAINING BLACK SMALL SQUARE	25C3	◁	WHITE LEFT-POINTING SMALL TRIANGLE
25A4	▤	SQUARE WITH HORIZONTAL FILL	25C4	◄	BLACK LEFT-POINTING POINTER
25A5	▥	SQUARE WITH VERTICAL FILL	25C5	◁	WHITE LEFT-POINTING POINTER = backward arrow indicator → 22B2 ◁ normal subgroup of
25A6	▧	SQUARE WITH ORTHOGONAL CROSSHATCH FILL	25C6	◆	BLACK DIAMOND → 2666 ◆ black diamond suit
25A7	▨	SQUARE WITH UPPER LEFT TO LOWER RIGHT FILL	25C7	◇	WHITE DIAMOND → 20DF ◇ combining enclosing diamond → 22C4 ◊ diamond operator → 2662 ◇ white diamond suit
25A8	▩	SQUARE WITH UPPER RIGHT TO LOWER LEFT FILL	25C8	◊	WHITE DIAMOND CONTAINING BLACK SMALL DIAMOND
25A9	▪	SQUARE WITH DIAGONAL CROSSHATCH FILL	25C9	●	FISHEYE = tainome (Japanese, a kind of bullet)
25AA	▪	BLACK SMALL SQUARE → 2B1D ▪ black very small square	25CA	◇	LOZENGE → 2662 ◇ white diamond suit
25AB	▫	WHITE SMALL SQUARE → 2B1E ▫ white very small square	25CB	○	WHITE CIRCLE → 20DD ⊙ combining enclosing circle → 25EF ○ large circle → 3007 ○ ideographic number zero
25AC	▬	BLACK RECTANGLE	25CC	◌	DOTTED CIRCLE • note that the reference glyph for this character is intentionally larger than the dotted circle glyph used to indicate combining characters in this standard; see, for example, 0300 ◌
25AD	▭	WHITE RECTANGLE	25CD	◐	CIRCLE WITH VERTICAL FILL
25AE	▮	BLACK VERTICAL RECTANGLE = histogram marker → 220E ▮ end of proof	25CE	◎	BULLSEYE → 229A ◎ circled ring operator
25AF	▯	WHITE VERTICAL RECTANGLE → 2337 ▯ apl functional symbol squish quad → 2395 ▯ apl functional symbol quad	25CF	●	BLACK CIRCLE
25B0	▰	BLACK PARALLELOGRAM	25D0	◐	CIRCLE WITH LEFT HALF BLACK
25B1	▱	WHITE PARALLELOGRAM	25D1	◑	CIRCLE WITH RIGHT HALF BLACK
25B2	▲	BLACK UP-POINTING TRIANGLE	25D2	◒	CIRCLE WITH LOWER HALF BLACK
25B3	△	WHITE UP-POINTING TRIANGLE = trine → 20E4 △ combining enclosing upward pointing triangle → 2206 △ increment	25D3	◓	CIRCLE WITH UPPER HALF BLACK
25B4	▴	BLACK UP-POINTING SMALL TRIANGLE	25D4	◔	CIRCLE WITH UPPER RIGHT QUADRANT BLACK
25B5	▵	WHITE UP-POINTING SMALL TRIANGLE	25D5	◕	CIRCLE WITH ALL BUT UPPER LEFT QUADRANT BLACK
25B6	▹	BLACK RIGHT-POINTING TRIANGLE	25D6	◖	LEFT HALF BLACK CIRCLE
25B7	▷	WHITE RIGHT-POINTING TRIANGLE = z notation range restriction	25D7	◗	RIGHT HALF BLACK CIRCLE
25B8	▸	BLACK RIGHT-POINTING SMALL TRIANGLE → 2023 ▸ triangular bullet	25D8	◘	INVERSE BULLET → 2022 • bullet → 25E6 ◦ white bullet
25B9	▹	WHITE RIGHT-POINTING SMALL TRIANGLE	25D9	◙	INVERSE WHITE CIRCLE
25BA	▹	BLACK RIGHT-POINTING POINTER	25DA	◚	UPPER HALF INVERSE WHITE CIRCLE
25BB	▷	WHITE RIGHT-POINTING POINTER = forward arrow indicator → 22B3 ▷ contains as normal subgroup	25DB	◛	LOWER HALF INVERSE WHITE CIRCLE
25BC	▾	BLACK DOWN-POINTING TRIANGLE	25DC	⌒	UPPER LEFT QUADRANT CIRCULAR ARC
25BD	▽	WHITE DOWN-POINTING TRIANGLE = Hamilton operator → 2207 ▽ nabla	25DD	⌓	UPPER RIGHT QUADRANT CIRCULAR ARC
25BE	▿	BLACK DOWN-POINTING SMALL TRIANGLE	25DE	⌔	LOWER RIGHT QUADRANT CIRCULAR ARC
25BF	▾	WHITE DOWN-POINTING SMALL TRIANGLE	25DF	⌕	LOWER LEFT QUADRANT CIRCULAR ARC
			25E0	⌖	UPPER HALF CIRCLE → 2312 ⌖ arc
			25E1	⌗	LOWER HALF CIRCLE
			25E2	▴	BLACK LOWER RIGHT TRIANGLE
			25E3	▾	BLACK LOWER LEFT TRIANGLE
			25E4	▹	BLACK UPPER LEFT TRIANGLE
			25E5	▸	BLACK UPPER RIGHT TRIANGLE

- 25E6 ◦ WHITE BULLET
  - 2022 • bullet
  - 2218 ◦ ring operator
  - 25D8 ◡ inverse bullet
- 25E7 ◼ SQUARE WITH LEFT HALF BLACK
  - 2B12 ◼ square with top half black
- 25E8 ◼ SQUARE WITH RIGHT HALF BLACK
- 25E9 ◼ SQUARE WITH UPPER LEFT DIAGONAL HALF BLACK
- 25EA ◼ SQUARE WITH LOWER RIGHT DIAGONAL HALF BLACK
- 25EB ◻ WHITE SQUARE WITH VERTICAL BISECTING LINE
- 25EC △ WHITE UP-POINTING TRIANGLE WITH DOT
- 25ED ▲ UP-POINTING TRIANGLE WITH LEFT HALF BLACK
- 25EE ▲ UP-POINTING TRIANGLE WITH RIGHT HALF BLACK
- 25EF ○ LARGE CIRCLE
  - 20DD ⊙ combining enclosing circle
  - 25CB ○ white circle
  - 2B24 ● black large circle
  - 3007 ○ ideographic number zero

### Control code graphics

- 25F0 ◻ WHITE SQUARE WITH UPPER LEFT QUADRANT
- 25F1 ◻ WHITE SQUARE WITH LOWER LEFT QUADRANT
- 25F2 ◻ WHITE SQUARE WITH LOWER RIGHT QUADRANT
- 25F3 ◻ WHITE SQUARE WITH UPPER RIGHT QUADRANT
- 25F4 ⊕ WHITE CIRCLE WITH UPPER LEFT QUADRANT
- 25F5 ⊕ WHITE CIRCLE WITH LOWER LEFT QUADRANT
- 25F6 ⊕ WHITE CIRCLE WITH LOWER RIGHT QUADRANT
- 25F7 ⊕ WHITE CIRCLE WITH UPPER RIGHT QUADRANT

### Geometric shapes

- 25F8 ▽ UPPER LEFT TRIANGLE
- 25F9 ▾ UPPER RIGHT TRIANGLE
- 25FA ▴ LOWER LEFT TRIANGLE
  - 22BF ∟ right triangle
- 25FB ◻ WHITE MEDIUM SQUARE
  - = always (modal operator)
  - 25A1 ◻ white square
- 25FC ◼ BLACK MEDIUM SQUARE
  - 25A0 ◼ black square
- 25FD ◻ WHITE MEDIUM SMALL SQUARE
  - 25AB ◻ white small square
- 25FE ◼ BLACK MEDIUM SMALL SQUARE
  - 25AA ◼ black small square
- 25FF ∟ LOWER RIGHT TRIANGLE
  - 22BF ∟ right triangle