Variation selectors for Emoji skin tone

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Live Doc *http://goo.gl/tEvO7B*

Please first read: L2/14-172   *Proposed enhancements for emoji characters: background*

See also the working draft *Unicode Emoji* at unicode.org/reports/tr51/

Based on the background in the background document, this document lists which characters can be used with variation selectors for skin tone.

The base characters are chosen from the table Draft Emoji Data (Full) using the following criteria:

- The annotations include "human"
- The emoji style is default or selectable (with variation selector)
- One or more of the presentations includes visible skin, with at least one of the vendors

The following variation selections pick the emoji presentation where available, but then also indicate the desired skin tone. Where that tone is not available, the character should be given an emoji presentation with a "neutral" skin tone (such as orange).

All of the characters below can take the following variation selectors:

- FE0D dark skin tone
- FE0C medium skin tone
- FE0B light skin tone

These can be applied to most of the people and body part emoji, for example:

	1F446 FE0D			white up pointing backhand index with dark skin tone
	1F446 FE0C			white up pointing backhand index with medium skin tone *TBD: fix tone to be ~½ way between*

	1F446 FE0B			white up pointing backhand index with light skin tone

Skin tone variants, in particular, may be handled by certain font technologies with minimal impact to the overall font size.

The emoji depicting multiple people can take additional variation selectors:

- FE09 light-medium tone for person on left*, medium-dark tone for person on right*
- FE0A medium-dark tone for person on left*, light-medium tone for person on right*
  * If there are more than 2 people, then only adults are affected. If there are gender differences among the affect people, then "left" above refers to the male, and "right" to the female.

The light-medium tone would be about ⅓ of the way from the light to dark tones, and the medium-dark would be about ⅔ of the way.

Note: the lists below use two different formats. This does not affect the contents.

Contents

People

U+1F466   BOY

U+1F467   GIRL

U+1F468   MAN

U+1F469   WOMAN

U+1F46E   POLICE OFFICER

U+1F471   PERSON WITH BLOND HAIR

U+1F472	MAN WITH GUA PI MAO
U+1F473	MAN WITH TURBAN
U+1F474	OLDER MAN
U+1F475	OLDER WOMAN
U+1F476	BABY
U+1F477	CONSTRUCTION WORKER
U+1F478	PRINCESS
U+1F481	INFORMATION DESK PERSON
U+1F482	GUARDSMAN
U+1F46F	WOMAN WITH BUNNY EARS
U+1F486	FACE MASSAGE
U+1F487	HAIRCUT
U+1F470	BRIDE WITH VEIL
U+1F64D	PERSON FROWNING
U+1F64E	PERSON WITH POUTING FACE
U+1F645	FACE WITH NO GOOD GESTURE
U+1F646	FACE WITH OK GESTURE
U+1F647	PERSON BOWING DEEPLY
U+1F64B	HAPPY PERSON RAISING ONE HAND
U+1F64C	PERSON RAISING BOTH HANDS IN CELEBRATION
U+1F64F	PERSON WITH FOLDED HANDS
U+1F6B6	PEDESTRIAN
U+1F3C3	RUNNER
U+1F483	DANCER

U+1F572   # V7.0 (   ) no piracy

U+1F575   # V7.0 (   ) sleuth or spy

U+1F5E3   # V7.0 (   ) speaking head in silhouette

U+1F464   # V6.0 (   ) bust in silhouette

U+1F465   # V6.0 (   ) busts in silhouette

U+1F6C9   # V7.0 (   ) boys symbol

U+1F6CA   # V7.0 (   ) girls symbol

U+1F574   # V7.0 (   ) man in business suit levitating

U+1F6B4   # V6.0 (   ) bicyclist

U+1F6B5   # V6.0 (   ) mountain bicyclist

U+1F3CD   # V7.0 (   ) racing motorcycle

U+1F3CC   # V7.0 (   ) golfer

U+26F7   # V5.2 ( ) skier

U+1F3C2   # V6.0 (   ) snowboarder

U+1F3C4   # V6.0 (   ) surfer

U+1F3C7   # V6.0 (   ) horse racing

U+1F3CA   # V6.0 (   ) swimmer

U+26F9   # V5.2 ( ) person with ball

U+1F3CB   # V7.0 (   ) weight lifter

U+1F385   # V6.0 (   ) father christmas

The following are subject to decision in UTR 51 as to whether they should be only depicted as "pure" symbols (eg, outline form) or not:

U+1F6AE   # V6.0 (   ) put litter in its place symbol

U+1F6B7   # V6.0 (   ) no pedestrians

U+1F6B8   # V6.0 (   ) children crossing

U+267F	# V4.1 ( ) wheelchair symbol
U+1F6B9	# V6.0 ( ) mens symbol
U+1F6BA	# V6.0 ( ) womens symbol
U+1F6BB	# V6.0 ( ) restroom
U+1F6BC	# V6.0 ( ) baby symbol

Body

U+1F448	WHITE LEFT POINTING BACKHAND INDEX
U+1F59A	SIDEWAYS BLACK LEFT POINTING INDEX
U+1F598	SIDEWAYS WHITE LEFT POINTING INDEX
U+1F59C	BLACK LEFT POINTING BACKHAND INDEX
U+1F449	WHITE RIGHT POINTING BACKHAND INDEX
U+1F59D	BLACK RIGHT POINTING BACKHAND INDEX
U+1F59B	SIDEWAYS BLACK RIGHT POINTING INDEX
U+1F599	SIDEWAYS WHITE RIGHT POINTING INDEX
U+261D	WHITE UP POINTING INDEX
U+1F5A2	BLACK UP POINTING BACKHAND INDEX
U+1F59E	SIDEWAYS WHITE UP POINTING INDEX
U+1F5A0	SIDEWAYS BLACK UP POINTING INDEX
U+1F446	WHITE UP POINTING BACKHAND INDEX
U+1F595	REVERSED HAND WITH MIDDLE FINGER EXTENDED
U+1F597	WHITE DOWN POINTING LEFT HAND INDEX
U+1F5A3	BLACK DOWN POINTING BACKHAND INDEX
U+1F59F	SIDEWAYS WHITE DOWN POINTING INDEX
U+1F5A1	SIDEWAYS BLACK DOWN POINTING INDEX
U+1F447	WHITE DOWN POINTING BACKHAND INDEX
U+270C	VICTORY HAND

U+1F594	REVERSED VICTORY HAND
U+1F596	RAISED HAND WITH PART BETWEEN MIDDLE AND RING FINGERS
U+270A	RAISED FIST
U+270B	RAISED HAND
U+1F44A	FISTED HAND SIGN
U+1F44B	WAVING HAND SIGN
U+1F44C	OK HAND SIGN
U+1F44D	THUMBS UP SIGN
U+1F592	REVERSED THUMBS UP SIGN
U+1F44E	THUMBS DOWN SIGN
U+1F593	REVERSED THUMBS DOWN SIGN
U+1F44F	CLAPPING HANDS SIGN
U+1F450	OPEN HANDS SIGN
U+1F58E	LEFT WRITING HAND
U+1F58F	TURNED OK HAND SIGN
U+1F590	RAISED HAND WITH FINGERS SPLAYED
U+1F591	REVERSED RAISED HAND WITH FINGERS SPLAYED
U+1F485	NAIL POLISH
U+1F4AA	FLEXED BICEPS
U+1F442	EAR
U+1F443	NOSE

U+261A	# V1.1 (☚) black left pointing index
U+261C	# V1.1 (☜) white left pointing index
U+261B	# V1.1 (☛) black right pointing index
U+261E	# V1.1 (☞) white right pointing index

U+261F   # V1.1 (✟) white down pointing index

U+270D   # V1.1 (✍) writing hand

The following would only show a difference with the VS if part of the face around the main part of the character is depicted:

U+1F445   # V6.0 (   ) tongue

U+1F48B   # V6.0 (   ) kiss mark

U+1F444   # V6.0 (   ) mouth

U+1F5E2   # V7.0 (   ) lips

Note: the following is annotated with human, but shouldn't be subject to the VS:

U+1F463   # V6.0 (   ) footprints

Faces

U+263A   # V1.1 (☺) white smiling face

U+2639   # V1.1 (☹) white frowning face

U+263B   # V1.1 (☻) black smiling face

U+1F641   # V7.0 (   ) slightly frowning face

U+1F642   # V7.0 (   ) slightly smiling face

U+1F600   # V6.1 (   ) grinning face

U+1F601   # V6.0 (   ) grinning face with smiling eyes

U+1F602   # V6.0 (   ) face with tears of joy

U+1F603   # V6.0 (   ) smiling face with open mouth

U+1F604   # V6.0 (   ) smiling face with open mouth and smiling eyes

U+1F605   # V6.0 (   ) smiling face with open mouth and cold sweat

U+1F606   # V6.0 (   ) smiling face with open mouth and tightly-closed eyes

U+1F609	# V6.0 (	) winking face
U+1F60A	# V6.0 (	) smiling face with smiling eyes
U+1F60B	# V6.0 (	) face savouring delicious food
U+1F60C	# V6.0 (	) relieved face
U+1F60D	# V6.0 (	) smiling face with heart-shaped eyes
U+1F60E	# V6.0 (	) smiling face with sunglasses
U+1F60F	# V6.0 (	) smirking face
U+1F610	# V6.0 (	) neutral face
U+1F611	# V6.1 (	) expressionless face
U+1F612	# V6.0 (	) unamused face
U+1F613	# V6.0 (	) face with cold sweat
U+1F614	# V6.0 (	) pensive face
U+1F615	# V6.1 (	) confused face
U+1F616	# V6.0 (	) confounded face
U+1F617	# V6.1 (	) kissing face
U+1F618	# V6.0 (	) face throwing a kiss
U+1F619	# V6.1 (	) kissing face with smiling eyes
U+1F61A	# V6.0 (	) kissing face with closed eyes
U+1F61B	# V6.1 (	) face with stuck-out tongue
U+1F61C	# V6.0 (	) face with stuck-out tongue and winking eye
U+1F61D	# V6.0 (	) face with stuck-out tongue and tightly-closed eyes
U+1F61E	# V6.0 (	) disappointed face
U+1F61F	# V6.1 (	) worried face
U+1F620	# V6.0 (	) angry face
U+1F621	# V6.0 (	) pouting face
U+1F622	# V6.0 (	) crying face

U+1F623   # V6.0 (   ) persevering face

U+1F624   # V6.0 (   ) face with look of triumph

U+1F625   # V6.0 (   ) disappointed but relieved face

U+1F626   # V6.1 (   ) frowning face with open mouth

U+1F627   # V6.1 (   ) anguished face

U+1F628   # V6.0 (   ) fearful face

U+1F629   # V6.0 (   ) weary face

U+1F62A   # V6.0 (   ) sleepy face

U+1F62B   # V6.0 (   ) tired face

U+1F62C   # V6.1 (   ) grimacing face

U+1F62D   # V6.0 (   ) loudly crying face

U+1F62E   # V6.1 (   ) face with open mouth

U+1F62F   # V6.1 (   ) hushed face

U+1F630   # V6.0 (   ) face with open mouth and cold sweat

U+1F631   # V6.0 (   ) face screaming in fear

U+1F632   # V6.0 (   ) astonished face

U+1F633   # V6.0 (   ) flushed face

U+1F634   # V6.1 (   ) sleeping face

U+1F635   # V6.0 (   ) dizzy face

U+1F636   # V6.0 (   ) face without mouth

U+1F637   # V6.0 (   ) face with medical mask

U+1F607   # V6.0 (   ) smiling face with halo

U+1F47C   # V6.0 (   ) baby angel

U+1F608   # V6.0 (   ) smiling face with horns

U+1F47F   # V6.0 (   ) imp

U+3020   # V1.1 (〶) postal mark face

Multiple People

The remaining characters can also take variation selectors FE0A or FE09 which designate one person as having light skin tone and another as having dark skin tone:

U+1F46C   TWO MEN HOLDING HANDS

U+1F46D   TWO WOMEN HOLDING HANDS

U+1F46B   MAN AND WOMAN HOLDING HANDS

U+1F48F   KISS

U+1F491   COUPLE WITH HEART

U+1F46A   FAMILY

Note: This set of variation selectors still does not provide a way to separately specify skin tone for children in the FAMILY.

Gender

Certain emoji have explicit gender, based on the name. All others should be depicted in a gender-neutral way.

The combinatorics prevent us from having depictions like: **MAN (with dark skin-tone and white hair)**, or **BICYCLIST (male with dark skin-tone)**. Achieving that would require something like loosening the Unicode Standard specification for variation sequences to allow multiple variation selectors after a single character. Were we to make such a change, we could have a set of VSs for skin tone, a set for gender, and even a set for hair color, and allow combinations. We also wouldn't need FE09 and FE0A, because we could use a sequence, applying to respective people in a group.

However, that is not a change we should make without serious consideration of issues such as compatibility and ontology. So we would need to investigate whether this would cause problems for existing implementations, and specify whether the ordering among the VS characters was significant, or not (and in the latter case specify a canonical order—probably just code point order).

It also appears to be the case that people already list a sequence of emoji to indicate a single entity, so it may be enough to just have the existing MAN or WOMAN emoji, and perhaps in the future a "WHITE HAIR" emoji or "BEARD" emoji which would be placed in sequence.