Selectors for emoji skin tone

To: UTC
Date: 2014 August 27
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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/

We propose 5 characters with general category Sk (Modifier Symbol) as follows:

<table>
<thead>
<tr>
<th>Code</th>
<th>Image</th>
<th>Name</th>
<th>Fitzpatrick Scale Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>1F3FB</td>
<td>🅾️</td>
<td>LIGHT SKIN TONE</td>
<td>Types I and II</td>
</tr>
<tr>
<td>1F3FC</td>
<td>🅽️</td>
<td>MEDIUM LIGHT SKIN TONE</td>
<td>Type III</td>
</tr>
<tr>
<td>1F3FD</td>
<td>🅼️</td>
<td>MEDIUM SKIN TONE</td>
<td>Type IV</td>
</tr>
<tr>
<td>1F3FE</td>
<td>🅴️</td>
<td>MEDIUM DARK SKIN TONE</td>
<td>Type V</td>
</tr>
<tr>
<td>1F3FF</td>
<td>🅵️</td>
<td>DARK SKIN TONE</td>
<td>Type VI</td>
</tr>
</tbody>
</table>

The tones are based on the the Fitzpatrick scale; LIGHT SKIN TONE corresponds approximately to Types I and II in the Fitzpatrick scale; MEDIUM LIGHT SKIN TONE through DARK SKIN TONE correspond approximately to Types III through VI in the Fitzpatrick scale. **Note:** For the charts, we will fix the images to be squared, with varying half-tones.

The default representation of these alone is as a color swatch. However, if one of these characters follows a character for one or more persons (WOMAN, KISS) or a character for a hand position or a body part (VICTORY HAND, NOSE), then the desired representation is to show the sequence as a single glyph corresponding to the image for the person(s) or body part with the specified skin tone (this can be implemented efficiently in OpenType using COLR tables, for example).

This mechanism itself does not provide a way to designate different skin tones for each person in an emoji image that represents multiple people (such as MAN AND WOMAN HOLDING
HANDS). However, it is expected that emoji users will indicate such groupings by extending already-developing emoji usage conventions in which sequences of emoji are read as representing a single unit; for example, the character for MAN AND WOMAN HOLDING HANDS (with generic appearance) could be replaced or followed by the emoji characters for the two participants (MAN and WOMAN), each using a skin tone symbol.

The following list provides the proposed people and body part emoji with which the skin tone modifier symbols are intended to be used. The characters in this list are a subset of those in Draft Emoji Data (Full) whose annotations include “human”. For most (but not all) such characters, the emoji style is default (per UTR #51) or selectable (with variation selector), and one or more of the presentations in the table includes visible skin.

Characters in the list that have default text style (per UTR #51) are marked as “text” or “text*”, with the asterisk indicating that a variation selector is available to specify emoji style.

Characters that are new in Unicode 7.0 are also marked, since emoji display conventions for those have not yet developed.

Open issues

1. When a skin tone modifier symbol follows a suitable character, but one whose image does not show any skin in the current font, is it acceptable to suppress separate display of the skin tone modifier character?

Contents

People

Multiple People

Body

Faces

People

Depending on the implementation, images for the following may not show any skin, in which case the skin tone modifier symbol would not make a visible difference in the image and either should be displayed separately or not at all.

<table>
<thead>
<tr>
<th>Code</th>
<th>Emoji</th>
</tr>
</thead>
<tbody>
<tr>
<td>U+26F7</td>
<td>SKIER</td>
</tr>
<tr>
<td>U+26F9</td>
<td>PERSON WITH BALL</td>
</tr>
<tr>
<td>U+1F385</td>
<td>FATHER CHRISTMAS</td>
</tr>
<tr>
<td>U+1F3C2</td>
<td>SNOWBOARDER</td>
</tr>
<tr>
<td>U+1F3C3</td>
<td>RUNNER</td>
</tr>
</tbody>
</table>
U+1F3C4  SURFER
U+1F3C7  HORSE RACING
U+1F3CA  SWIMMER
U+1F3CB  WEIGHT LIFTER  (V7.0)
U+1F3CC  GOLFER  (V7.0)
U+1F3CD  RACING MOTORCYCLE  (V7.0)
U+1F466  BOY
U+1F467  GIRL
U+1F468  MAN
U+1F469  WOMAN
U+1F46E  POLICE OFFICER
U+1F46F  WOMAN WITH BUNNY EARS
U+1F470  BRIDE WITH VEIL
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+1F483  DANCER
U+1F486  FACE MASSAGE
U+1F487  HAIRCUT
U+1F574 MAN IN BUSINESS SUIT LEVITATING (V7.0)
U+1F575 SLEUTH OR SPY (V7.0)
U+1F5E3 SPEAKING HEAD IN SILHOUETTE (V7.0)
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+1F64D PERSON FROWNING
U+1F64E PERSON WITH POUTING FACE
U+1F64F PERSON WITH FOLDED HANDS
U+1F6B4 BICYCLIST
U+1F6B5 MOUNTAIN BICYCLIST
U+1F6B6 PEDESTRIAN

Multiple People
U+1F46A FAMILY
U+1F46B MAN AND WOMAN HOLDING HANDS
U+1F46C TWO MEN HOLDING HANDS
U+1F46D TWO WOMEN HOLDING HANDS
U+1F48F KISS
U+1F491 COUPLE WITH HEART

Body
U+261A BLACK LEFT POINTING INDEX (text)
U+261B BLACK RIGHT POINTING INDEX (text)
U+261C WHITE LEFT POINTING INDEX (text)
U+261D  WHITE UP POINTING INDEX  (text*)

U+261E  WHITE RIGHT POINTING INDEX  (text)

U+261F  WHITE DOWN POINTING INDEX  (text)

U+270A  RAISED FIST
U+270B  RAISED HAND

U+270C  VICTORY HAND  (text*)

U+270D  WRITING HAND  (text)

U+1F442  EAR
U+1F443  NOSE
U+1F446  WHITE UP POINTING BACKHAND INDEX
U+1F447  WHITE DOWN POINTING BACKHAND INDEX
U+1F448  WHITE LEFT POINTING BACKHAND INDEX
U+1F449  WHITE RIGHT POINTING BACKHAND INDEX
U+1F44A  FISTED HAND SIGN
U+1F44B  WAVING HAND SIGN
U+1F44C  OK HAND SIGN
U+1F44D  THUMBS UP SIGN
U+1F44E  THUMBS DOWN SIGN
U+1F44F  CLAPPING HANDS SIGN
U+1F450  OPEN HANDS SIGN
U+1F485  NAIL POLISH
U+1F4AA  FLEXED BICEPS
U+1F58E  LEFT WRITING HAND  (V7.0)
U+1F58F  TURNED OK HAND SIGN  (V7.0)
U+1F590  RAISED HAND WITH FINGERS SPREAD (V7.0)
U+1F591  REVERSED RAISED HAND WITH FINGERS SPREAD  (V7.0)
Depending on the implementation, images for the following may not show any skin, in which case the skin tone modifier symbol would not make a visible difference in the image and should be displayed separately and either should be displayed separately or not at all.
Faces

☺️ U+263A  WHITE SMILING FACE  (text*)
😊 U+2639  WHITE FROWNING FACE  (text)
☻ U+263B  BLACK SMILING FACE  (text)
هج U+1F47C  BABY ANGEL
هج U+1F47F  IMP
هج U+1F600  GRINNING FACE
هج U+1F601  GRINNING FACE WITH SMILING EYES
هج U+1F602  FACE WITH TEARS OF JOY
هج U+1F603  SMILING FACE WITH OPEN MOUTH
هج U+1F604  SMILING FACE WITH OPEN MOUTH AND SMILING EYES
هج U+1F605  SMILING FACE WITH OPEN MOUTH AND COLD SWEAT
هج U+1F606  SMILING FACE WITH OPEN MOUTH AND TIGHTLY-CLOSED EYES
هج U+1F607  SMILING FACE WITH HALO
هج U+1F608  SMILING FACE WITH HORNS
هج U+1F609  WINKING FACE
هج U+1F60A  SMILING FACE WITH SMILING EYES
هج U+1F60B  FACE SAVOURING DELICIOUS FOOD
هج U+1F60C  RELIEVED FACE
هج U+1F60D  SMILING FACE WITH HEART-SHAPED EYES
هج U+1F60E  SMILING FACE WITH SUNGLASSES
هج U+1F60F  SMIRKING FACE
هج U+1F610  NEUTRAL FACE
هج U+1F611  EXPRESSIONLESS FACE
هج U+1F612  UNAMUSED FACE
هج U+1F613  FACE WITH COLD SWEAT
<table>
<thead>
<tr>
<th>Unicode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>U+1F614</td>
<td>PENSIVE FACE</td>
</tr>
<tr>
<td>U+1F615</td>
<td>CONFUSED FACE</td>
</tr>
<tr>
<td>U+1F616</td>
<td>CONFOUNDED FACE</td>
</tr>
<tr>
<td>U+1F617</td>
<td>KISSING FACE</td>
</tr>
<tr>
<td>U+1F618</td>
<td>FACE THROWING A KISS</td>
</tr>
<tr>
<td>U+1F619</td>
<td>KISSING FACE WITH SMILING EYES</td>
</tr>
<tr>
<td>U+1F61A</td>
<td>KISSING FACE WITH CLOSED EYES</td>
</tr>
<tr>
<td>U+1F61B</td>
<td>FACE WITH STUCK-OUT TONGUE</td>
</tr>
<tr>
<td>U+1F61C</td>
<td>FACE WITH STUCK-OUT TONGUE AND WINKING EYE</td>
</tr>
<tr>
<td>U+1F61D</td>
<td>FACE WITH STUCK-OUT TONGUE AND TIGHTLY-CLOSED EYES</td>
</tr>
<tr>
<td>U+1F61E</td>
<td>DISAPPOINTED FACE</td>
</tr>
<tr>
<td>U+1F61F</td>
<td>WORRIED FACE</td>
</tr>
<tr>
<td>U+1F620</td>
<td>ANGRY FACE</td>
</tr>
<tr>
<td>U+1F621</td>
<td>POUTING FACE</td>
</tr>
<tr>
<td>U+1F622</td>
<td>CRYING FACE</td>
</tr>
<tr>
<td>U+1F623</td>
<td>PERSEVERING FACE</td>
</tr>
<tr>
<td>U+1F624</td>
<td>FACE WITH LOOK OF TRIUMPH</td>
</tr>
<tr>
<td>U+1F625</td>
<td>DISAPPOINTED BUT RELIEVED FACE</td>
</tr>
<tr>
<td>U+1F626</td>
<td>FROWNING FACE WITH OPEN MOUTH</td>
</tr>
<tr>
<td>U+1F627</td>
<td>ANGUISHED FACE</td>
</tr>
<tr>
<td>U+1F628</td>
<td>FEARFUL FACE</td>
</tr>
<tr>
<td>U+1F629</td>
<td>WEARY FACE</td>
</tr>
<tr>
<td>U+1F62A</td>
<td>SLEEPY FACE</td>
</tr>
<tr>
<td>U+1F62B</td>
<td>TIRED FACE</td>
</tr>
<tr>
<td>U+1F62C</td>
<td>GRIMACING FACE</td>
</tr>
<tr>
<td>U+1F62D</td>
<td>LOUDLY CRYING FACE</td>
</tr>
</tbody>
</table>
U+1F62E  FACE WITH OPEN MOUTH
U+1F62F  HUSHED FACE
U+1F630  FACE WITH OPEN MOUTH AND COLD SWEAT
U+1F631  FACE SCREAMING IN FEAR
U+1F632  ASTONISHED FACE
U+1F633  FLUSHED FACE
U+1F634  SLEEPING FACE
U+1F635  DIZZY FACE
U+1F636  FACE WITHOUT MOUTH
U+1F637  FACE WITH MEDICAL MASK
U+1F641  SLIGHTLY FROWNING FACE  (V7.0)
U+1F642  SLIGHTLY SMILING FACE  (V7.0)