Title: **Proposal of Tone Modifier Symbols for Emoji**

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Status: **Expert Contribution**

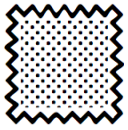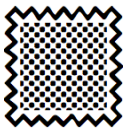**Action:**   **Discussion in SC2/WG2 and SC2**

Abstract

This submission proposes a set of TONE MODIFIER symbols for emoji. This proposal is similar to WG2 N4599, the "SKIN TONE" proposal, but the symbols proposed by this submission are not restricted to the skin of face or human related emoji.
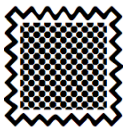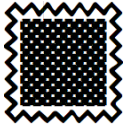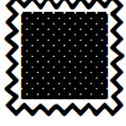
Background

WG2 N4599 proposed the tone modifier symbols for emoji which are designed to change the background color of face or human-related symbols. In the discussion at WG2#63, some experts commented that the character name including the word "skin tone" is still too controversial, and also the restriction of the character to control the tone of the skin is controversial. Some experts suggested a consideration for the broader solution of the symbols changing the color of the broader set of the symbols. This proposal is based on this idea.

Proposal

In this proposal, with the respect of WG2 N4599, the tone levels are classified into 5 levels by the percentage of filled pixel and 5 tone modifiers are proposed. It should be noted that the proposed tone modifiers are not generic color modifier. Therefore, the tone levels could be more than 5, but would not be greater than 16.

Code	Sample chart image	Name	Percentage of filled pixel
1F3FB		LIGHT TONE	10%
1F3FC		MEDIUM LIGHT TONE	30%
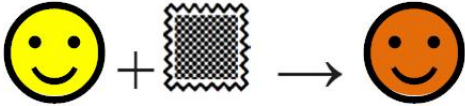
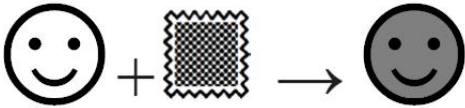|			
1F3FD		MEDIUM TONE	50%
1F3FE		MEDIUM DARK TONE	70%
1F3FF		DARK TONE	90%

NOTE: The sample chart images are sourced from Unicode Consortium, WG2 N4599.

The scope of application of the tone modifiers is not intuitively obvious. Even stating that they are scoped to the emoji for face or human-related symbols is ambiguous. (E.g., is the tone of U+1F5FD STATUE OF LIBERTY controllable or not?) Clearly, permitting them to apply to *every* character is not good idea, because there are so many characters whose main platform are still monochrome environment. Therefore, in this proposal, the coverage of the symbols whose tone is modifiable is restricted to so-called "emoji" symbols and their extensions:

● the characters and symbols listed in EmojiSrc.txt
● Miscellaneous Symbols and Pictographs (U+1F300 – U+1F5FF)
● Emoticons (U+1F600 – U+1F64F)
● Transport and Map Symbols (U+1F680 - U+1F6FF)

The tone modifier with the face related symbols might be used to change the tone of the face, like WG2 N4599 designed. The tone modifier with the non-human symbols, it changes the tone of the main part of the object, not the background.

Effect with the face related symbols	Effect with the non-human symbols

These modifiers are non-ignorable (as the design of WG2 N4599), although the result of the invalid sequence (the character out of the list in above and proposed tone modifier) is not specified.

However, some symbols are difficult to reflect the tone. For such symbols, the tone modifier might be displayed explicitly. For example, watermelon's tone is difficult to define, so the tone modifier might not be able to change anything of the symbol.

Effect with the symbol without modifiable tone
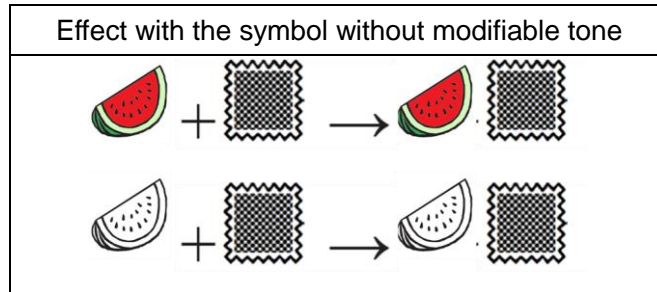
Anyway, because the tone modifier is not default ignorable, the tone modifier should be displayed even in such cases, to indicate the intention of the document producer.

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