Emoji Glyph Updates

To: UTC
From: Jeremy Burge, Paul Hunt, Emoji Subcommittee
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Some emoji glyphs in Unicode charts are no longer in step with vendor consensus, and thus don't clearly display the emoji as a regular person would expect.

The Emoji Subcommittee is recommending the following changes to chart glyphs, to bring them more into line with current vendor display:

https://docs.google.com/spreadsheets/d/1AwFsh1hbUnPOcVxTdVIwaNwFz6VCWkqO5D9ZRtMoYv4/edit#gid=0

Key

No. = Row in current Unicode Emoji Chart
Code = Unicode Code Point
Chart = Current Glyph
Example = Guideline for replacement glyph (based on common vendor features)
Name = Character Name
Image Suggestion = Details of which aspects of glyph to change

| №	Code	Chart	Example	Name	Image suggestion
42	U+1F613			FACE WITH COLD SWEAT	Make sweat larger / more visible. Move tear to forehead to avoid confusion with tears.
54	U+1F622			CRYING FACE	Make tear larger / more visible.
55	U+1F62D			LOUDLY CRYING FACE	Make tears stream down face, instead of individual tears. Show less of a grimace for mouth.
61	U+1F630			FACE WITH OPEN MOUTH AND COLD SWEAT	Make sweat larger / more visible. Move tear to forehead to avoid confusion with tears.
64	U+1F635			DIZZY FACE	Use spirals for eyes instead of Xs.
75	U+1F927			SNEEZING FACE	Include hankerchief to match vendor images.
84	U+1F47E			ALIEN MONSTER	Change to "Space Invader" character, differentiating it from U+1F47D EXTRATERRESTRIAL ALIEN
86	U+1F4A9			PILE OF POO	Add eyes and smile to poo for consistency with other vendors which now all display poo personified.
89	U+1F639			CAT FACE WITH TEARS OF JOY	Make tears larger / more visible.
863	U+1F301			FOGGY	Display cityscape within image to distinguish from U+1F32B FOG.
94	U+1F63F			CRYING CAT FACE	Make tear larger / more visible.
358	U+1F4AA			FLEXED BICEPS	Reduce exaggeration of bicep muscle, display as more regular sized arm.
514	U+1F450			OPEN HANDS SIGN	Attach palms of hands to avoid confusion with PERSON RAISING BOTH HANDS IN CELEBRATION.
520	U+1F64C			PERSON RAISING BOTH HANDS IN CELEBRATION	Display as raised hands, removing the body.
526	U+1F64F			PERSON WITH FOLDED HANDS	Display as folded hands, removing the body.
682	U+1F432			DRAGON FACE	Use outlined image to make dragon face clearer.

№	Code	Chart	Example	Name	Image suggestion
683	U+1F409			DRAGON	Make body clearer as dragon.
685	U+1F40B			WHALE	Make whale more full-bodied, include head and tail for clarity.
768	U+1F373			COOKING	Show frying pan top-down, instead of side-view to be clearer.
823	U+26F0			MOUNTAIN	Display multiple peaks to make mountain clearer.
1382	U+2626			ORTHODOX CROSS	Footrest to be tilted in opposite direction, as per tradition
1516	U+1F536			LARGE ORANGE DIAMOND	Change hatching to match other color hatched glyphs.
1517	U+1F537			LARGE BLUE DIAMOND	Change hatching to match other color hatched glyphs.
1518	U+1F538			SMALL ORANGE DIAMOND	Change hatching to match other color hatched glyphs.
1519	U+1F539			SMALL BLUE DIAMOND	Change hatching to match other color hatched glyphs.
1067	U+1F3B1			BILLARDS	Display as an 8 ball instead of cue and balls to match vendors.
1149	U+1F939			JUGGLING	Display as person juggling to match vendors.
1236	U+1F4DC			SCROLL	Display as vertical scroll with rolls at top and bottom, to be more recognizable.