

Fantasy Characters Proposal for Unicode v10



To: UTC
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Introduction

The Emoji subcommittee (ESC) has received a number of proposals for fantasy characters. As part of the ESC's effort to combine related proposals into larger sets / proposals, a list of 55 possible characters was put together and prioritized based on the Unicode Emoji selection factors and other discussion. Many potential characters were prioritized lower since it would be difficult to produce distinctive images at Emoji sizes (example: Giant or Halfling).

This process resulted in the "Most Popular Fantasy Characters" (table 1, page 2) and the "Proposed Characters for Encoding" (table 2, page 3) as recommended by the ESC. The proposed characters were compared to the existing Emoji character [Goblin](#) (1F47A) in Google image search trends to estimate their popularity. Aside from the data presented here, based on popular culture we expect these characters to be quite popular.

These characters should be of neutral gender in presentation and for the specifically male or female forms we recommend use of the male / female sign as done in Emoji 4.0.

Table 1. Most Popular Fantasy Characters

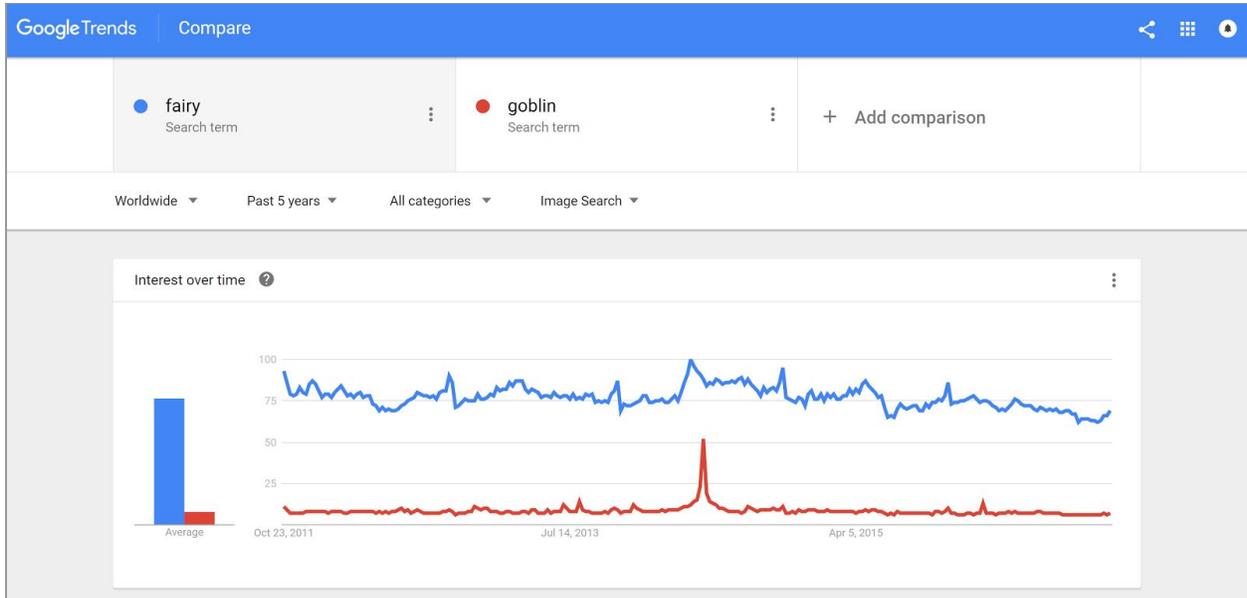
Popularity vs Goblin (1F47A)	Name	Image	Notes
963%	Fairy		Small humanlike creature with insect type wings
900%	Vampire		
767%	Zombie		
522%	Mermaid		Aquatic creature with upper body of female human and tail of a fish
383%	Witch		Warlock, witch
314%	Elf		Supernatural being in Germanic mythology and folklore. Usually is immortal and has elongated pointed ears.
281%	Griffin		Body, tail and back legs of a lion, the head and wings of an eagle and an eagle's talons for front feet
206%	Wizard		Mage, sorcerer, sorceress, magician
138%	Pegasus		Winged horse
131%	Genie, Cin Djinn, Jinn		Well known creature in Islamic mythology
119%	Werewolf		

Table 2. Proposed Characters for Encoding

Name	Sample Image	Description
Magic hat		to be used with ZWJ sequences to create wizard and witch
Magic wand		to be used with ZWJ sequences to create wizard and witch
Fairy		encode as single character
Vampire		encode as single character
Zombie		encode as single character
Mermaid		encode as single character
Elf		encode as single character
Griffin		encode as single character
Pegasus		encode as single character
Genie, Cin, Djinn, Jinn,		encode as single character
Werewolf		encode as single character

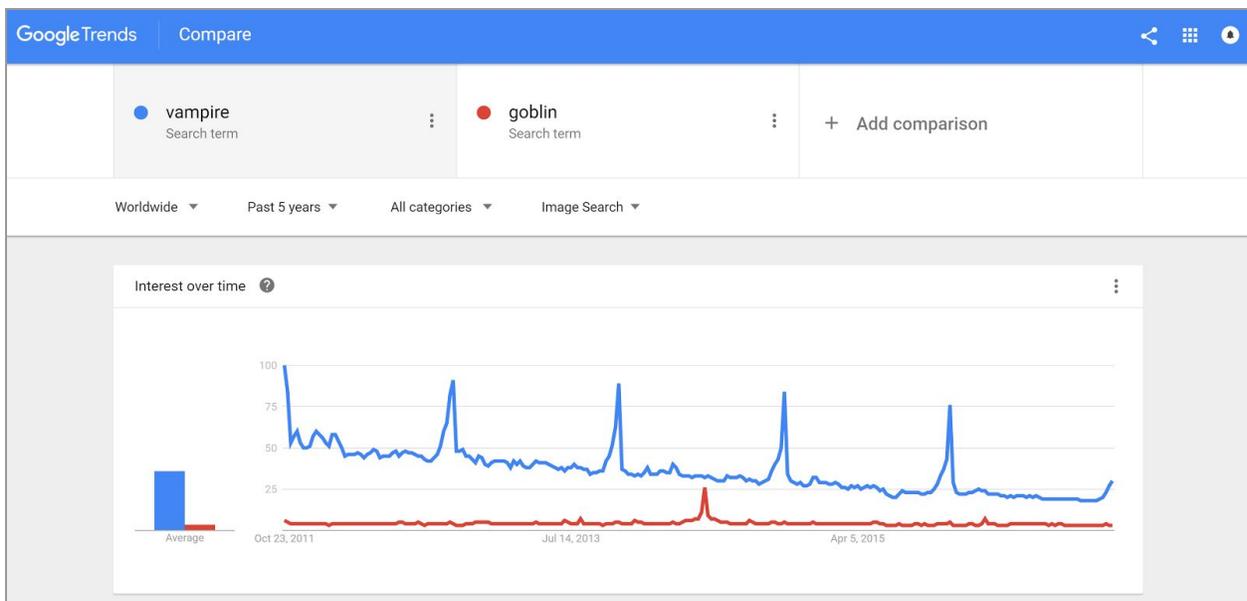
Popularity Estimation of Proposed Characters

FAIRY - 963% popularity: Fairy 77 vs Goblin 8



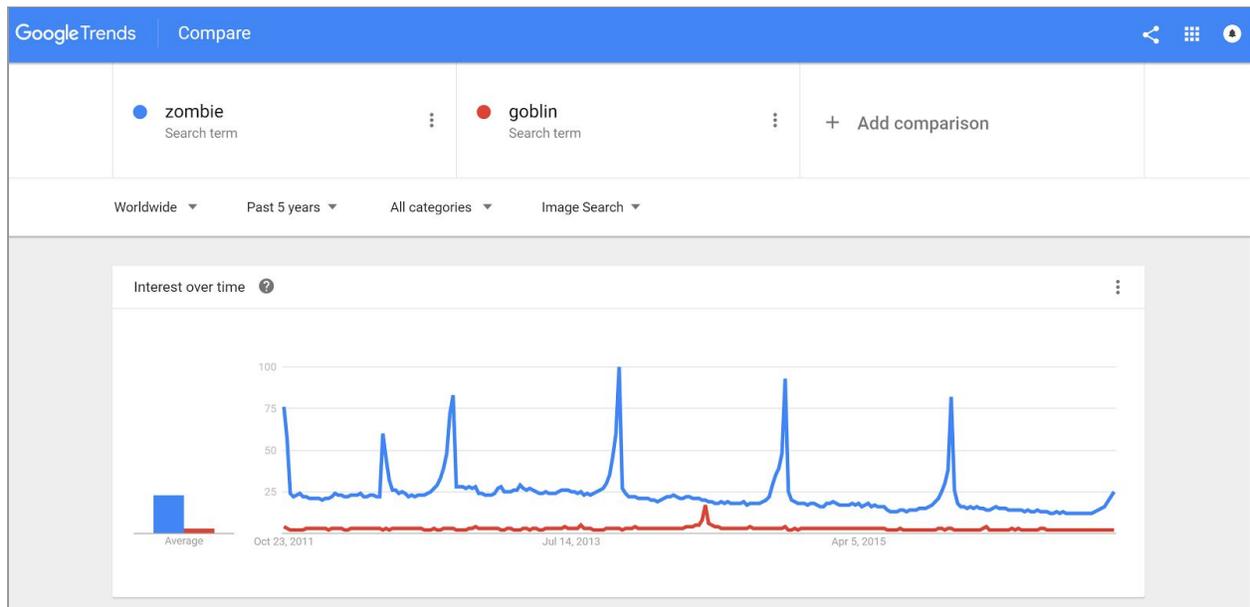
<https://www.google.com/trends/explore?gprop=images&q=fairy.goblin>

VAMPIRE - 900% popularity: Vampire 36 vs Goblin 4



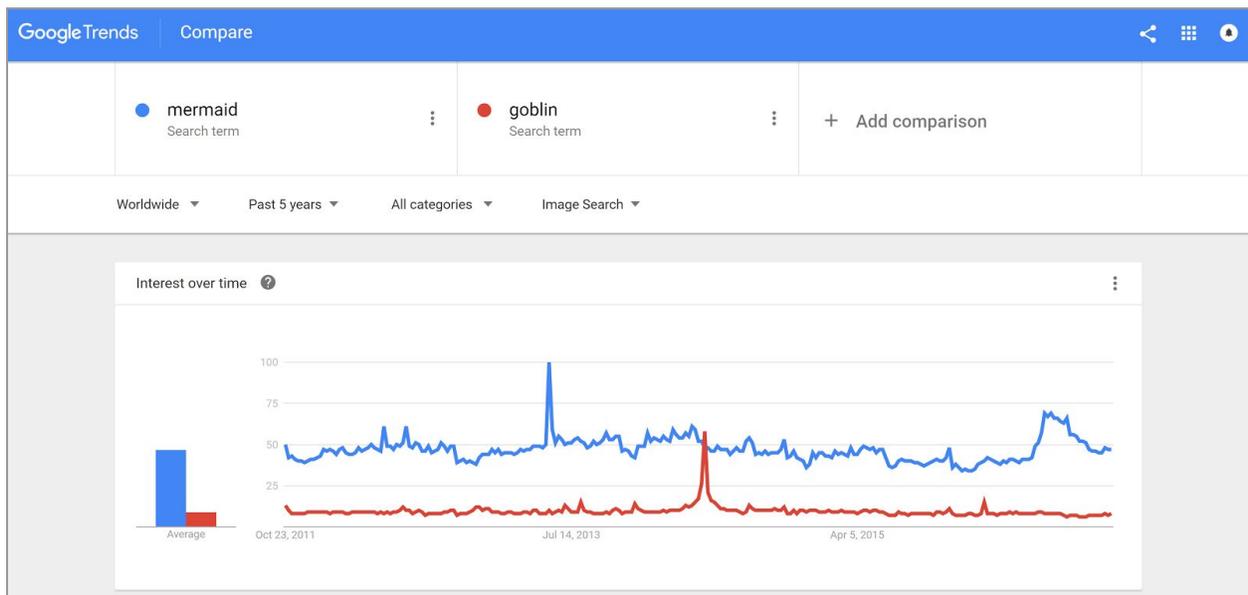
<https://www.google.com/trends/explore?gprop=images&q=vampire.goblin>

ZOMBIE - 767% popularity: Zombie 23 vs Goblin 3



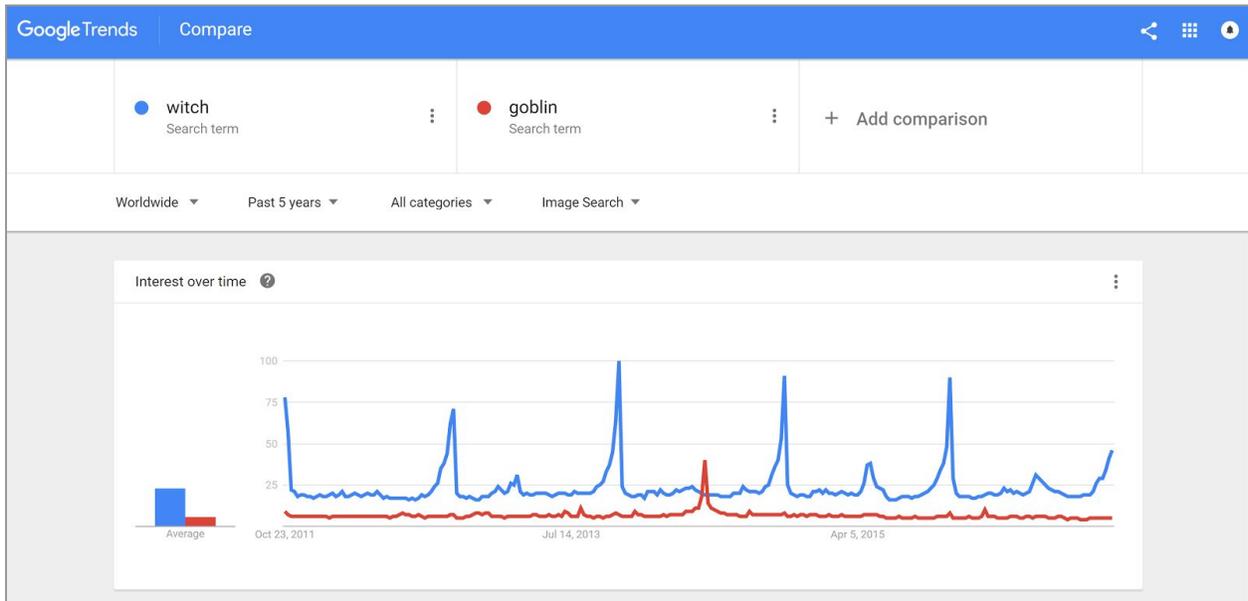
<https://www.google.com/trends/explore?gprop=images&q=zombie.goblin>

MERMAID - 522% popularity: Mermaid 47 vs Goblin 9



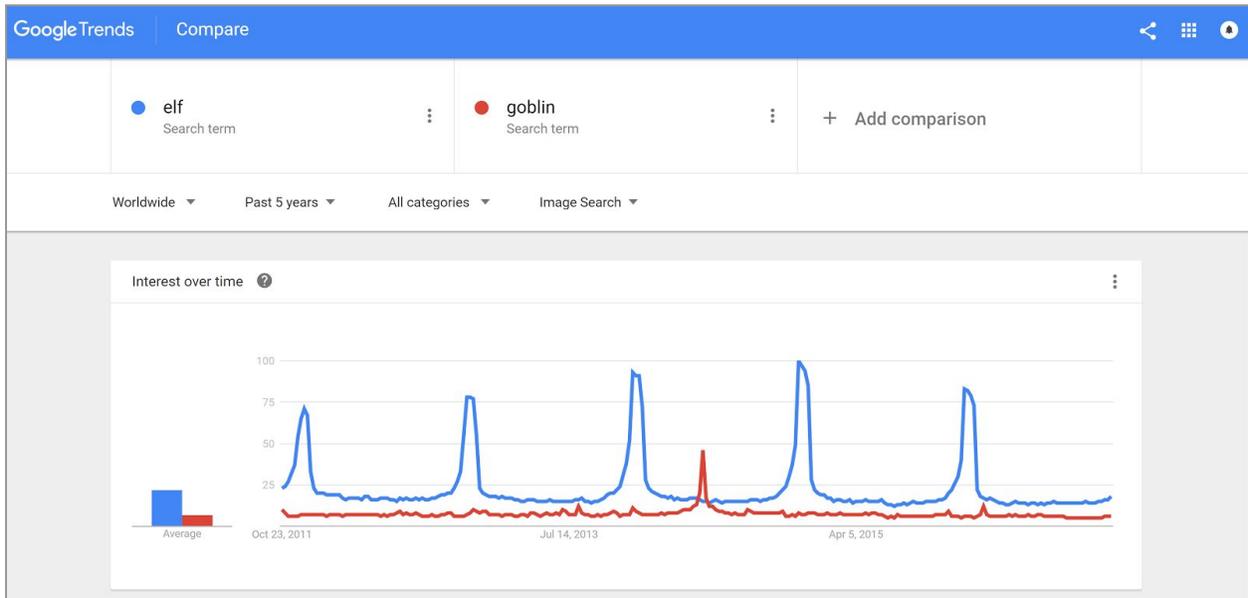
<https://www.google.com/trends/explore?gprop=images&q=mermaid.goblin>

WITCH - 383% popularity: Witch 23 vs Goblin 6



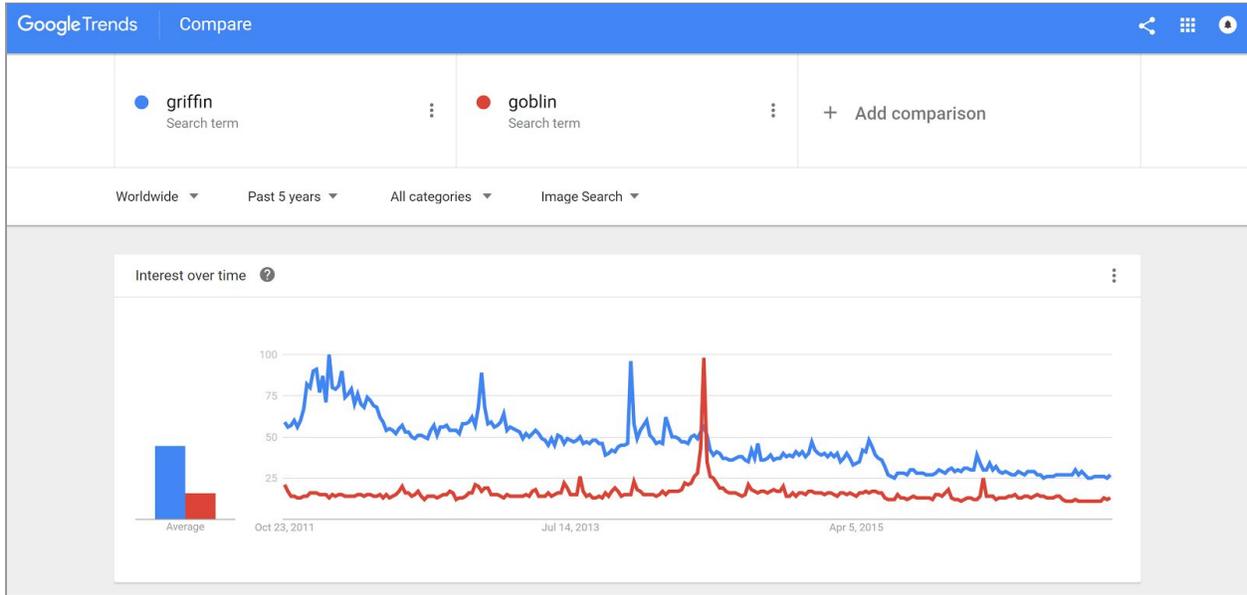
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ELF - 314% popularity: Elf 23 vs Goblin 7



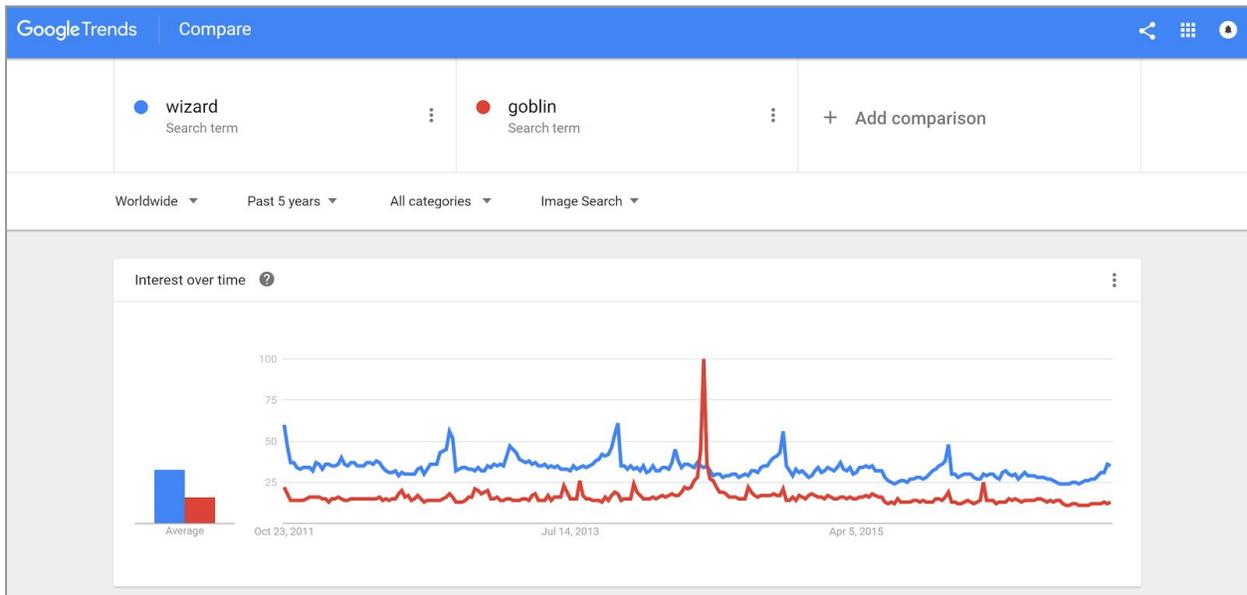
<https://www.google.com/trends/explore?gprop=images&q=elf.goblin>

GRIFFIN - 281% popularity: Griffin 45 vs Goblin 16



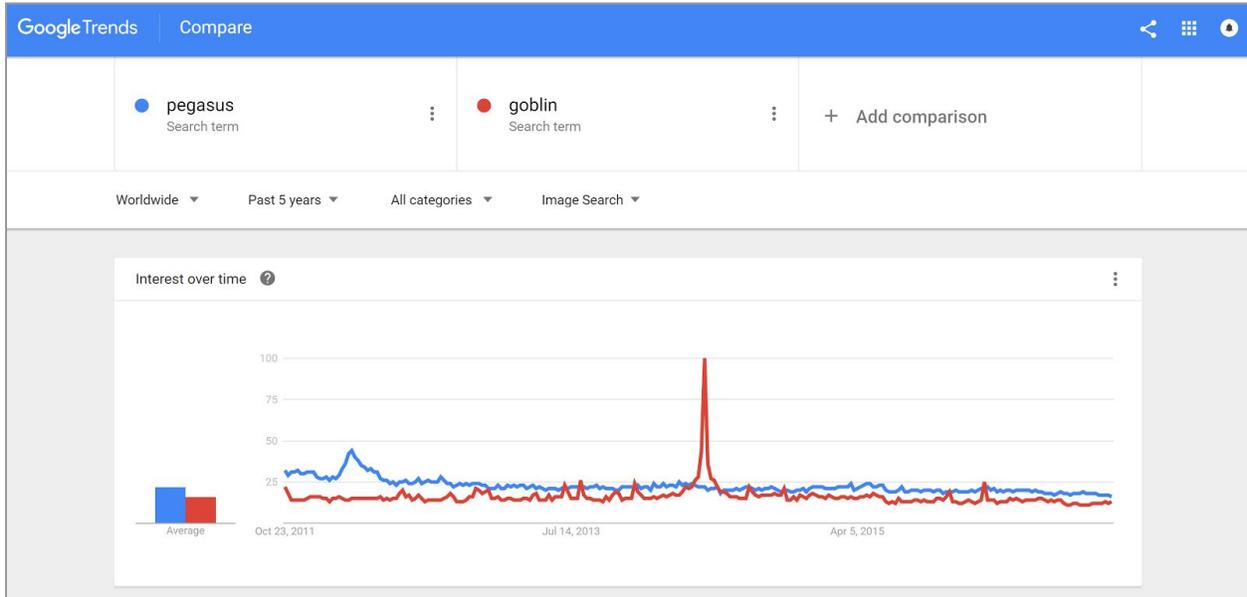
<https://www.google.com/trends/explore?gprop=images&q=griffin,goblin>

WIZARD - 206% popularity: Wizard 33 vs Goblin 16



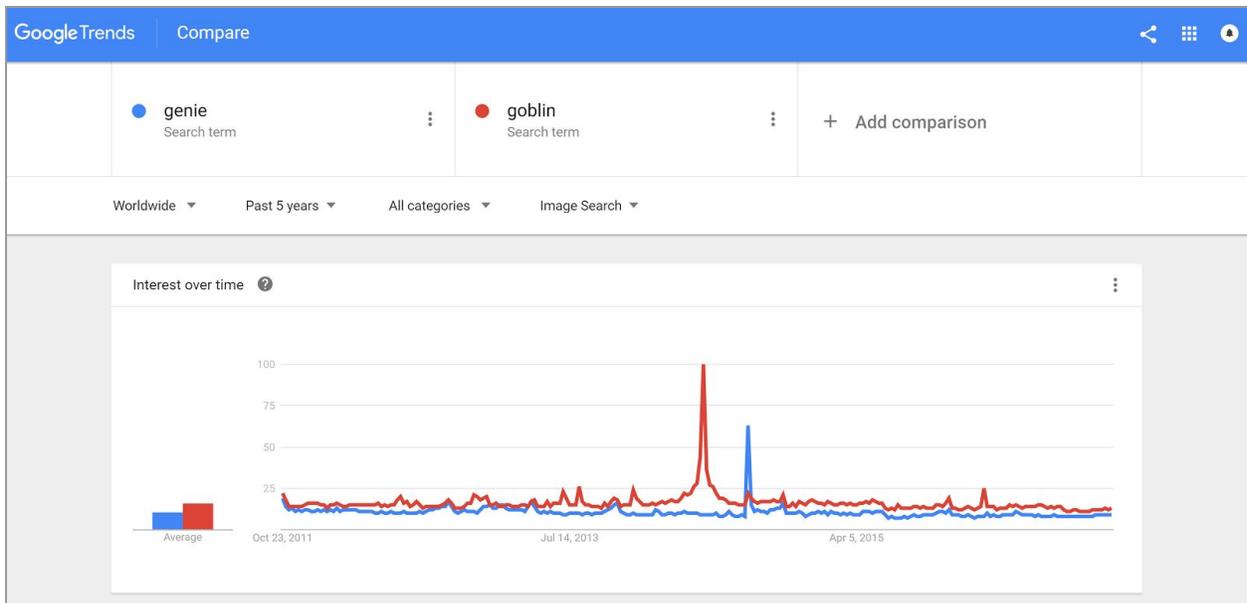
<https://www.google.com/trends/explore?gprop=images&q=wizard,goblin>

PEGASUS - 138% popularity: Pegasus 22 vs Goblin 16



<https://www.google.com/trends/explore?gprop=images&q=pegasus.goblin>

GENIE (CIN, DJINN, JINN) - 131% popularity: Genie 21 vs Goblin 16



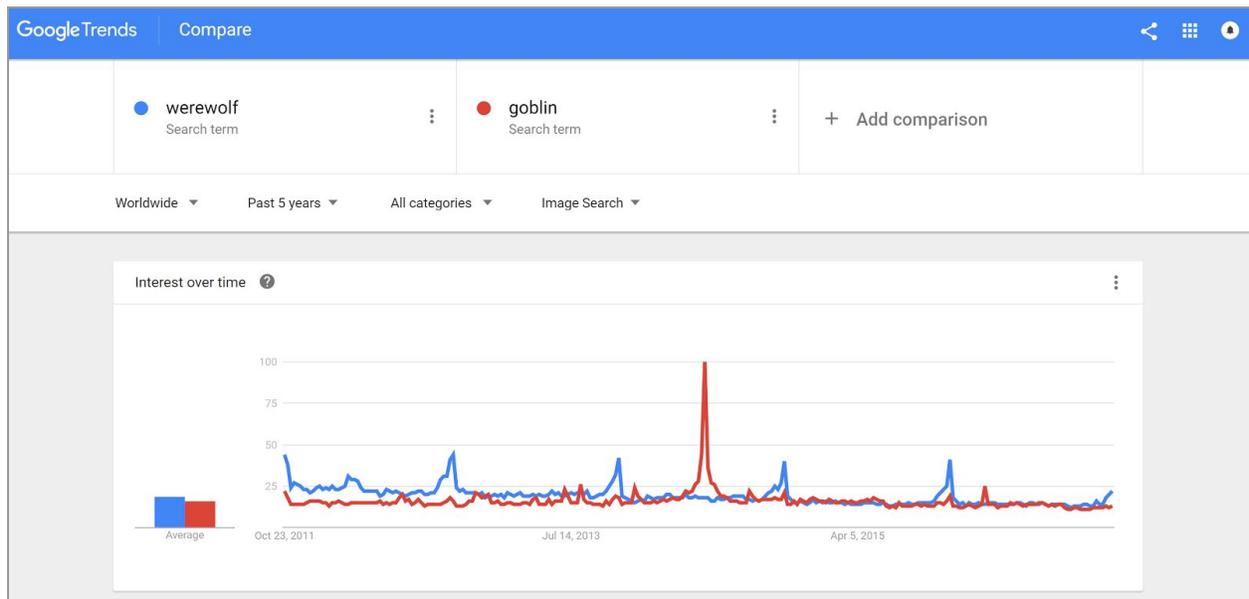
<https://www.google.com/trends/explore?gprop=images&q=genie.goblin>

<https://www.google.com/trends/explore?gprop=images&q=cin.goblin>

<https://www.google.com/trends/explore?gprop=images&q=djinn.goblin>

<https://www.google.com/trends/explore?gprop=images&q=jinn.goblin>

WEREWOLF- 119% popularity: Werewolf **19** vs Goblin **16**



<https://www.google.com/trends/explore?qpro=images&q=werewolf,goblin>

Selection Factor Assessment of Proposed Characters

Factors for Inclusion

A. Compatibility: N/A

B. Expected usage level

1. Frequency

The expected popularity of these characters was presented in the above “Popularity Estimation of Proposed Characters” section.

The worldwide popularity of books and movies such as Lord of the Rings, Harry Potter and Game of Thrones, just to name a few, also suggests very high expected usage levels.

2. Multiple usages

Vampire: a person who is overly negative and/or drains other people’s fun/energy etc.

Zombie: sleepy, tired, exhausted

Elf: christmas - santa’s assistants

Wizard: to be really good at something, to make something out of nothing
Genie: expression - the genie is out of the bottle

C. Image distinctiveness

The larger list of 55 possible fantasy related Emoji characters was mostly reduced to this smaller list based on image distinctiveness and expected usage. While it would be difficult to uniquely depict a Giant or Halfling (Hobbit) on the Emoji scale, we believe the 11 proposed characters are sufficiently distinctive to be uniquely depicted. Furthermore, there are no existing Unicode Emoji characters that are similar to any of the proposed characters.

D. Completeness: N/A

E. Frequently requested

The ESC has received several fantasy related character proposals, including “Mermaid emoji” [L2/16-274](#), “64 Complementary Emoji”, “Zombie emoji” etc.

Factors for Exclusion

F. Overly specific

The proposed characters are not overly specific and represent generic versions of well established fantasy characters / creatures such as Wizard (not Gandalf), or Vampire (not Dracula).

G. Open-ended: N/A

H. Already Representable

The proposed characters are not representable with existing Unicode Emoji characters.

We considered the possibility for ZWJ sequences for the proposed characters. For example woman/man + bat for vampire, woman/man + wolf for werewolf, woman/man + butterfly for fairy, or eagle + lion for griffin. However, we determined that the fallback characters would not convey the intended meaning of the proposed characters.

I. Logos, brands, UI icons, signage, specific people, deities

The proposed characters are not logos, brands, UI icons etc.

J. Transient

Fantasy characters / creatures as depicted in books, movies, games etc. have been around for decades and have become a lasting part of pop culture. None of the proposed characters are of transient nature.

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