

**Re: ESC Recommendations for 2018Q2 UTC**

**From: ESC**


**Date: 2018-05-03**








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The following are the ESC recommendations for the set of draft candidates for Emoji 12.0 / Unicode 12.0.




1. Some of the characters are different from what was in the original proposal, and marked with comments.
2. Some do not have positive recommendations (“Neutral” — the character was borderline in terms of statistics for expected usage.)
3. The Emoji Count is greater than the Char Count when the emoji is expected to take skin-tones and/or gender.
4. The images are largely taken from the proposals.
  - a. They are only illustrative, and not reflective of the quality of images that would be used by vendors.
  - b. They are approximately the same resolution as typically used on phones, but higher resolution than would typically appear on laptops. The size, however, is typically smaller, so zoom out on the page (making) nearby to see what they would look like at emoji sizes.
5. *For details, see the [proposals](#).*

The ESC will have recommendations for RGI sequences for Emoji 12.0 / Unicode 12.0, but will present those in the 2018Q3 UTC meeting, since they do not need to be decided in the 2018Q2 meeting.









Doc	Char Count	Emoji Count	Image	Name	Sort Category	Possible Code Point	Comments
<b>Totals</b>	<b>60</b>	<b>104</b>					
<a href="#">L2/17-432</a>	1	1		YAWNING FACE	face-neutral	1F971	








<a href="#">L2/18-091</a>	1	18		STANDING PERSON	person-activity	1F9CD	
<a href="#">L2/18-091</a>	1	18		KNEELING PERSON	person-activity	1F9CE	
<a href="#">L2/18-080</a>	1	1		PROBING CANE	tools	1F9AF	(accessibility) Originally proposed as PERSON WITH WHITE CANE. Can be used in a sequence with a person walking.
<a href="#">L2/18-080</a>	1	1		MECHANICAL ARM	body	1F9BE	(accessibility)
<a href="#">L2/18-080</a>	1	1		MECHANICAL LEG	body	1F9BF	(accessibility)
<a href="#">L2/18-139</a>	1	6		PINCH	body	1F90F	
<a href="#">L2/18-080</a>	1	6		EAR WITH HEARING AID	body	1F9BB	(accessibility)





<a href="#">L2/18-144</a>	1	1		SARI	clothing	1F97B	
<a href="#">L2/18-166</a>	1	1		ONE-PIECE SWIMSUIT	clothing	1FA71	
<a href="#">L2/18-167</a>	1	1		BRIEFS	clothing	1FA72	
<a href="#">L2/18-167</a>	1	1		SHORTS	clothing	1FA73	
<a href="#">L2/18-113</a>	1	1		BALLET SHOES	clothing	1FA70	Originally proposed with visible feet, but changed to just the clothing.
<a href="#">L2/18-080</a>	1	1		SERVICE ANIMAL VEST	clothing	1F9BA	(accessibility) Originally proposed as service dog with vest and leash, changed for flexibility
<a href="#">L2/18-074</a>	1	1		SLOTH	animal-mammal	1F9A5	

<a href="#">L2/18-093</a>	1	1		OTTER	animal-mammal	1F9A6	
<a href="#">L2/18-137</a>	1	1		ORANGUTAN	animal-mammal	1F9A7	
<a href="#">L2/18-128</a>	1	1		SKUNK	animal-mammal	1F9A8	(Also add guideline for BADGER to make its color include brown, to prevent confusion)
<a href="#">L2/18-080</a>	1	1		GUIDE DOG	animal-mammal	1F9AE	(accessibility)
<a href="#">L2/18-098</a>	1	1		FLAMINGO	animal-bird	1F9A9	
<a href="#">L2/18-123</a>	1	1		OYSTER	animal-marine	1F9AA	
<a href="#">L2/18-076</a>	1	1		GARLIC	food-vegetable	1F9C4	

<a href="#">L2/18-077</a>	1	1		ONION	food-vegetable	1F9C5	
<a href="#">L2/18-125</a>	1	1		FALAFEL	food-prepared	1F9C6	keywords: falafel, meatball, ...
<a href="#">L2/18-087</a>	1	1		WAFFLE	food-prepared	1F9C7	
<a href="#">L2/18-112</a>	1	1		BUTTER	food-prepared	1F9C8	
<a href="#">L2/18-130</a>	1	1		BEVERAGE BOX	drink	1F9C3	Originally proposed as JUICE BOX
<a href="#">L2/18-122</a>	1	1		MATE DRINK	drink	1F9C9	
<a href="#">L2/18-111</a>	1	1		ICE CUBE	drink	1F9CA	Originally proposed as ICEBERG

<a href="#">L2/17-298</a>	1	1		HINDU TEMPLE	place-religious	1F6D5	
<a href="#">L2/18-080</a>	1	1		MOTORIZED WHEELCHAIR	transport-ground	1F9BC	Originally proposed as person in wheelchair, changed for broader usage in ZWJ sequences. Example (note, side view is more distinctive): 
<a href="#">L2/18-080</a>	1	1		MANUAL WHEELCHAIR	transport-ground	1F9BD	Originally proposed as person in wheelchair, changed for broader usage in ZWJ sequences. Example (note, side view is more distinctive):  (see glyph feedback)
<a href="#">L2/18-086</a>	1	1		AUTO RICKSHAW	transport-ground	1F6FA	
<a href="#">L2/18-003</a>	1	1		PARACHUTE	transport-air	1FA82	
<a href="#">L2/18-127</a>	1	1		RINGED PLANET	sky & weather	1FA90	

<a href="#">L2/17-381</a>	1	1		DIVING MASK	sport	1F93F	
<a href="#">L2/18-129</a>	1	1		YO-YO TOY	game	1FA80	
<a href="#">L2/18-135</a>	1	1		KITE	game	1FA81	
<a href="#">L2/18-124</a>	1	1		BANJO	musical-instrument	1FA95	
<a href="#">L2/17-356</a>	1	1		DIYA LAMP	light & video	1FA94	
<a href="#">L2/18-002</a>	1	1		AXE	tool	1FA93	
<a href="#">L2/18-092</a>	1	1		BLOOD DROP	medical	1FA78	

<a href="#">L2/18-146</a>	1	1		ADHESIVE BANDAGE	medical	1FA79	
<a href="#">L2/18-140</a>	1	1		STETHOSCOPE	medical	1FA7A	
<a href="#">L2/18-091</a>	1	1		CHAIR	household	1FA91	Originally proposed as part of SITTING PERSON, but extracted for broader usage in sequences.
<a href="#">L2/17-431</a>	1	1		RAZOR	household	1FA92	
<a href="#">L2/18-141</a>	5	5	<i>See proposal</i>	5 colored CIRCLE	geometric	1F7E0-1F7E4	
<a href="#">L2/18-141</a>	7	7	<i>See proposal</i>	7 colored SQUARE	geometric	1F7E5-1F7EB	
<a href="#">L2/18-141</a>	2	2	<i>See proposal</i>	2 colored HEART	geometric	1F90D-1F90E	

The following lists the code points and names in code point order:

Code Point	Name	Doc
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1F6D5	HINDU TEMPLE	L2/17-298
1F6FA	AUTO RICKSHAW	L2/18-086
1F7E0	ORANGE CIRCLE	L2/18-141
1F7E1	YELLOW CIRCLE	L2/18-141
1F7E2	GREEN CIRCLE	L2/18-141
1F7E3	PURPLE CIRCLE	L2/18-141
1F7E4	BROWN CIRCLE	L2/18-141
1F7E5	RED SQUARE	L2/18-141
1F7E6	BLUE SQUARE	L2/18-141
1F7E7	ORANGE SQUARE	L2/18-141
1F7E8	YELLOW SQUARE	L2/18-141
1F7E9	GREEN SQUARE	L2/18-141
1F7EA	PURPLE SQUARE	L2/18-141
1F7EB	BROWN SQUARE	L2/18-141
1F90D	WHITE HEART	L2/18-141
1F90E	BROWN HEART	L2/18-141
1F90F	PINCH	L2/18-139
1F93F	DIVING MASK	L2/17-381
1F971	YAWNING FACE	L2/17-432
1F97B	SARI	L2/18-144

1F9A5	SLOTH	L2/18-074
1F9A6	OTTER	L2/18-093
1F9A7	ORANGUTAN	L2/18-137
1F9A8	SKUNK	L2/18-128
1F9A9	FLAMINGO	L2/18-098
1F9AA	OYSTER	L2/18-123
1F9AE	GUIDE DOG	L2/18-080
1F9AF	PROBING CANE	L2/18-080
1F9BA	SERVICE ANIMAL VEST	L2/18-080
1F9BB	EAR WITH HEARING AID	L2/18-080
1F9BC	MOTORIZED WHEELCHAIR	L2/18-080
1F9BD	MANUAL WHEELCHAIR	L2/18-080
1F9BE	MECHANICAL ARM	L2/18-080
1F9BF	MECHANICAL LEG	L2/18-080
1F9C3	BEVERAGE BOX	L2/18-130
1F9C4	GARLIC	L2/18-076
1F9C5	ONION	L2/18-077
1F9C6	FALAFEL	L2/18-125
1F9C7	WAFFLE	L2/18-087
1F9C8	BUTTER	L2/18-112

1F9C9	MATE DRINK	L2/18-122
1F9CA	ICE CUBE	L2/18-111
1F9CD	STANDING PERSON	L2/18-091
1F9CE	KNEELING PERSON	L2/18-091
1FA70	BALLET SHOES	L2/18-113
1FA71	ONE-PIECE SWIMSUIT	L2/18-166
1FA72	BRIEFS	L2/18-167
1FA73	SHORTS	L2/18-167
1FA78	BLOOD DROP	L2/18-092
1FA79	ADHESIVE BANDAGE	L2/18-146
1FA7A	STETHOSCOPE	L2/18-140
1FA80	YO-YO TOY	L2/18-129
1FA81	KITE	L2/18-135
1FA82	PARACHUTE	L2/18-003
1FA90	RINGED PLANET	L2/18-127
1FA91	CHAIR	L2/18-091
1FA92	RAZOR	L2/17-431
1FA93	AXE	L2/18-002
1FA94	DIYA LAMP	L2/17-356
1FA95	BANJO	L2/18-124

**ISO/IEC JTC 1/SC 2/WG 2  
PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS  
FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646<sup>1</sup>**

Please fill all the sections A, B and C below.

Please read Principles and Procedures Document (P & P) from <http://std.dkuug.dk/JTC1/SC2/WG2/docs/principles.html> for guidelines and details before filling this form.

Please ensure you are using the latest Form from <http://std.dkuug.dk/JTC1/SC2/WG2/docs/summaryform.html>.

See also <http://std.dkuug.dk/JTC1/SC2/WG2/docs/roadmaps.html> for latest Roadmaps.

**A. Administrative**

1. Title:	<b>Recommendations from ESC for 2019 (L2/18-143R2)</b>
2. Requester's name:	<b>Unicode Technical Committee</b>
3. Requester type (Member body/Liaison/Individual contribution):	<b>Liaison</b>
4. Submission date:	<b>May 4, 2018</b>
5. Requester's reference (if applicable):	<b>This form is to be attached to document L2/18-143R2</b>
6. Choose one of the following:	
This is a complete proposal:	<b>Yes</b>
(or) More information will be provided later:	

**B. Technical – General**

1. Choose one of the following:	
a. This proposal is for a new script (set of characters):	
Proposed name of script:	
b. The proposal is for addition of character(s) to an existing block:	<b>Yes</b>
Name of the existing block:	<b>Transport and Map Symbols, Geometric Shapes Extended, Supplemental Symbols and Pictographs &amp; Symbols and Pictographs Extended-A</b>
2. Number of characters in proposal:	<b>60</b>
3. Proposed category (select one from below - see section 2.2 of P&P document):	
A-Contemporary <input checked="" type="checkbox"/> B.1-Specialized (small collection) <input type="checkbox"/> B.2-Specialized (large collection) <input type="checkbox"/>	
C-Major extinct <input type="checkbox"/> D-Attested extinct <input type="checkbox"/> E-Minor extinct <input type="checkbox"/>	
F-Archaic Hieroglyphic or Ideographic <input type="checkbox"/> G-Obscure or questionable usage symbols <input type="checkbox"/>	
4. Is a repertoire including character names provided?	<b>Yes</b>
a. If YES, are the names in accordance with the "character naming guidelines" in Annex L of P&P document?	<b>Yes</b>
b. Are the character shapes attached in a legible form suitable for review?	<b>Yes</b>
5. Fonts related:	
a. Who will provide the appropriate computerized font to the Project Editor of 10646 for publishing the standard?	<b>UTC Emoji Subcommittee</b>
b. Identify the party granting a license for use of the font by the editors (include address, e-mail, ftp-site, etc.):	<b>Unicode, Inc.</b>
6. References:	
a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?	<b>Yes</b>
b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached?	<b>No. See UTC background documents as listed.</b>
7. Special encoding issues:	
Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose information)?	<b>No</b>
	<b>Specific data processing will be covered in data files and UTS #51.</b>

**8. Additional Information:**

Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script. Examples of such properties are: Casing information, Numeric information, Currency information, Display behaviour information such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional behaviour, Default Collation behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode normalization related information. See the Unicode standard at <http://www.unicode.org> for such information on other scripts. Also see Unicode Character Database ( <http://www.unicode.org/reports/tr44/> ) and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

<sup>1</sup> Form number: N4502-F (Original 1994-10-14; Revised 1995-01, 1995-04, 1996-04, 1996-08, 1999-03, 2001-05, 2001-09, 2003-11, 2005-01, 2005-09, 2005-10, 2007-03, 2008-05, 2009-11, 2011-03, 2012-01)

### C. Technical - Justification

1. Has this proposal for addition of character(s) been submitted before?	No
If YES explain	
2. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)?	Yes
If YES, with whom?	
User communities contacted by submitters.	
If YES, available relevant documents:	
See the referenced UTC background documents.	
3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included?	Yes
Reference:	
See the referenced UTC background documents.	
4. The context of use for the proposed characters (type of use; common or rare)	Common
Reference:	
For general use in mobile devices as emoji.	
5. Are the proposed characters in current use by the user community?	
If YES, where? Reference:	
Not specifically. See the referenced UTC background documents.	
6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP?	No
If YES, is a rationale provided?	
If YES, reference:	
7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)?	Yes
8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence?	No
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters?	No
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to, or could be confused with, an existing character?	No
If YES, is a rationale for its inclusion provided?	
If YES, reference:	
11. Does the proposal include use of combining characters and/or use of composite sequences?	No
If YES, is a rationale for such use provided?	
If YES, reference:	
Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided?	
N/A	
If YES, reference:	
12. Does the proposal contain characters with any special properties such as control function or similar semantics?	No
If YES, describe in detail (include attachment if necessary)	
13. Does the proposal contain any Ideographic compatibility characters?	No
If YES, are the equivalent corresponding unified ideographic characters identified?	
If YES, reference:	