



ISO/IEC JTC 1/SC 2/WG 2

Universal Multiple-Octet Coded Character Set (UCS) -

ISO/IEC 10646



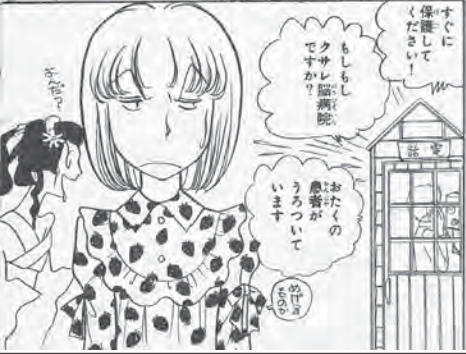









| | |
|----------------|---|
| Title: | Rationale for Proposal of N3778 |
| Source: | Katsuhiro OGATA, Koichi KAMICHI, Shigeki MORO, Taichi KAWABATA, Yasushi NAOI |
| Status: | Expert's Contribution |
| Action: | For Consideration at WG 2 Mountain View Meeting |













1. Preface











This is a supplementary document of N3788, "Updated Proposal to Change Some glyphs and Names of Emoticons" (WG2 N3788). This document describes the reasons and contexts behind our proposal for changing the some glyphs of Emoji characters.

Our proposal for changing Emoji glyphs comes from the typical pictorial usages in Japan. Such usages have become popular with the comics and misc. pictures. In this document, we've cited some of such pictures. Excerpted pictures shows typical emotional expressions, that possibly affect the design of Emoji characters adopted by Japanese telcos.

2. Reason for change of the Glyphs

| ID, code-point | FPDAM8 (N3738) | Our Proposal (N3778) | Reason for change of the Glyph | Source |
|----------------|---|---|---|--|
| e-326 1F606 |  |  | The black eyes of the glyph in FPDAM8 are too large. Sidelong glances with narrowing eyes are often used in manga representations. Based on them KDDI and SBM depict eyes small. Thus the size of black eyes is not difference of design but causes the distinction of characters. |  <p>Waki Yamato, <i>Haikarasan ga Tohru</i>, Vol. 4, Tokyo: Kodansha, 1976, p. 87.</p> |
| e-328 1F608 |  |  | Concerning the code point of this character, N3711 proposed the mapping changes, and it has been accepted. Therefore, the representative glyph, which was unchanged in FPDAM8, should be modified in order to prevent character garbling. | n/a |
| e-32C 1F60C |  |  | We cannot find popular evidence of the “heart-shaped mouth” that represents the “kissing mouth”. At least in Japan, the “heart-shaped mouth” rarely represents “kissing mouth”. We believe that the tightened lips are more generic and more proper for the International Standard. |  <p>Charles Monroe Schulz, USAopoly, <i>Snoopy Everhart Romance Puzzle</i> (http://www.amazon.com/dp/B000GT7MW4/ref=asc_df_B000GT7MW41068252?smid=AXV9P6LOCTVAG&tag=pgmp-1536-01-20&linkCode=asn&creative=380341&creativeASIN=B000GT7MW4)</p> |
| e-32D 1F60D |  |  | Same as e-32C. | Same as e-32C |
| e-334 1F614 |  |  | The droplets of FPDAM8 look like mouth water, because they are too many and depicted in lower position. | n/a |

| | | | | |
|----------------|--|--|--|--|
| e-335 1F615 |  |  | The eye shape of FPDAM8 is different from the original sources. The source design should be respected in principle. | n/a |
| e-338 1F616 |  |  | In the light of FPDAM8, the difference between 1F610 and 1F616 is determined by the presence or absence of eyebrows. The difference in the sources, however, is based on the shapes of eyes. The glyph of Softbank does not have eyebrows. | n/a |
| e-33E 1F61C |  |  | The FPDAM8 glyph looks a happy face but could not represent a relieved nuance because its eyes are depicted by upper circular arcs. They should be revised into lower circular arcs based on two of the three sources. |  Charles Monroe Schulz, <i>Snoopy</i> (http://c3.ac-images.myspacecdn.com/images02/106/_L_9da88287577b4d50a5ead73591a3ec6a.jpg) |
| e-33F 1F61D |  |  | The shadow (?) should be removed. | n/a |
| e-341 1F61F |  |  | Since the draft glyph seems not representing a nuance of shocked scream, the eyes should be revised into either shape of the sources and cheeks with hands should be added. |  Edvard Munch, <i>The Scream</i> (http://www.ibiblio.org/wm/paint/auth/munch/) |

| | | | | |
|------------------------|---|---|--|--|
| <p>e-343 1F621</p> |  |  | <p>The neutral eyes of FPDAM8 seems not representing a nuance of smirking face. The eyes should be revised into horizontal lines based on the manga representations.</p> | <div style="display: flex; flex-direction: column; align-items: flex-end;">  <p style="font-size: small; margin-top: 5px;">Kiyohiko Azuma, <i>Azumanga Daioh Ichinensei</i>, Tokyo: Shogakukan, 2009, p. 69. (Reporting: Yuji NISHIOKA)</p>  <p style="font-size: small; margin-top: 5px;">Hiromu Arakawa, <i>Full-metal Alchemist (Hagane no Renkinjutsushi)</i>, Vol. 1, Tokyo: Square Enix, 2002, p. 23. (Reporting: Kiyonori NAGASAK)</p> </div> |
| <p>e-34A 1F62C</p> |  |  | <p>Same as e-334.</p> | <p>n/a</p> |
| <p>e-34B 1F62D</p> |  |  | <p>Same as e-32C and e-32D.</p> | <p>Same as e-32C. and e-32D</p> |
| <p>e-34E 1F630</p> |  |  | <p>The glyph of FPDAM8 does not look like pouting because of its shapes of eyebrows and eyes. Based on the sources, the eyes should be revised into sloe eyes and the eyebrows should be deleted. We don't think, however, that the face should be depicted as a side face like the sources.</p> | <p>n/a</p> |