

Mutant Standard Modifiers Reference

for Mutant Standard 0.3.1 (October 2018)



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The data contained this document (ie. encodings, emoji descriptions) however, can be used in whatever way you like.

Intro

Mutant Standard offers a variety of unique modifiers and ways to encode them. This document lists the various types of colours, and how they are currently encoded and implemented in Mutant Standard.

Colour Modifiers (CMs)

Mutant Standard's takes Unicode Standard skin tones and adds many more modifiers relating to the colours of people and expressions, that are designed to function mostly in the same way. There are some structural differences to implementation - some have limitations on where they can be used, some don't.

Naming system

For both internal use and shortcodes, Mutant Standard takes a naming system for CMs inspired by professional marker pens. Each colour is a combination of alphanumeric characters, starting with one or more letters and ending in a number. The starting letter(s) indicate the group the colour is in.

In conversation and UI, the letters are always uppercase, but for shortcodes, they are always in lowercase.

While this may not scale in the future, at the moment, the number currently indicates the brightness of the colour, as if it were in HSL colour representation - lower numbers are darker, higher numbers are lighter.

Colour Modifier List

Unicode (Hx)

All of Unicode's 5 colour modifiers are usable in Mutant Standard. However, due to cultural and semantic reasons, they are in a restricted CM group.

As a shorthand, Mutant Standard names these H1-5, H1 being the darkest, and H5 being the lightest.

Codepoint	MutStd. Shortcode	MutStd. Name	Colour Name	MutStd. CM group
U+1f3fb	h5	H5	Fitzpatrick I-II	Restricted (Human)
U+1f3fc	h4	H4	Fitzpatrick III	Restricted (Human)
U+1f3fd	h3	H3	Fitzpatrick IV	Restricted (Human)
U+1f3fe	h2	H2	Fitzpatrick V	Restricted (Human)

Codepoint	MutStd. Shortcode	MutStd. Name	Colour Name	MutStd. CM group
U+1f3ff	h1	H1	Fitzpatrick VI	Restricted (Human)

Mutant Standard

Mutant Standard's own CMs consists of a series of bright, unnatural colours based on a 13-hue and 3-brightness system (U+101600 - U+101626) as well as brown and gray, also based on a 3-brightness system (U+101627 - U+10162c).

Codepoint	MutStd. Shortcode	MutStd. Name	Colour Name	MutStd. CM group
U+101600	r1	R1	Dark Red	Shared
U+101601	r2	R2	Red	Shared
U+101602	r3	R3	Light Red	Shared
U+101603	d1	D1	Dark Red-orange	Shared
U+101604	d2	D2	Red-orange	Shared
U+101605	d3	D3	Light Red-orange	Shared
U+101606	o1	O1	Dark Orange	Shared
U+101607	o2	O2	Orange	Shared
U+101608	o3	O3	Light Orange	Shared
U+101609	y1	Y1	Dark Yellow	Shared
U+10160a	y2	Y2	Yellow	Shared
U+10160b	y3	Y3	Light Yellow	Shared
U+10160c	l1	L1	Dark Yellow-green	Shared
U+10160d	l2	L2	Yellow-green	Shared
U+10160e	l3	L3	Light yellow-green	Shared
U+10160f	g1	G1	Dark Green	Shared
U+101610	g2	G2	Green	Shared
U+101611	g3	G3	Light Green	Shared
U+101612	t1	T1	Dark Teal	Shared
U+101613	t2	T2	Teal	Shared
U+101614	t3	T3	Light Teal	Shared
U+101615	c1	C1	Dark Cyan	Shared

Codepoint	MutStd. Shortcode	MutStd. Name	Colour Name	MutStd. CM group
U+101616	c2	C2	Cyan	Shared
U+101617	c3	C3	Light Cyan	Shared
U+101618	s1	S1	Dark Sky blue	Shared
U+101619	s2	S2	Sky blue	Shared
U+10161a	s3	S3	Light Sky blue	Shared
U+10161b	b1	B1	Dark Blue	Shared
U+10161c	b2	B2	Blue	Shared
U+10161d	b3	B3	Light Blue	Shared
U+10161e	v1	V1	Dark Violet	Shared
U+10161f	v2	V2	Violet	Shared
U+101620	v3	V3	Light Violet	Shared
U+101621	m1	M1	Dark Magenta	Shared
U+101622	m2	M2	Magenta	Shared
U+101623	m3	M3	Light Magenta	Shared
U+101624	p1	P1	Dark Pink	Shared
U+101625	p2	P2	Pink	Shared
U+101626	p3	P3	Light Pink	Shared
U+101627	e1	E1	Dark Brown	Shared
U+101628	e2	E2	Brown	Shared
U+101629	e3	E3	Light Brown	Shared
U+10162a	k1	K1	Dark Gray	Shared
U+10162b	k2	K2	Gray	Shared
U+10162c	k3	K3	Light Gray	Shared

Unencoded Colour Modifier List

These are not finalised and thus, have not been encoded yet, this is just a quick reference to give you an idea of what other colours are in current Mutant Standard packages and how they currently work.

Codepoint	MutStd. Shortcode	MutStd. Name	Colour Name	Mutant Standard CM group
No codepoint	fe1	FE1	Brown (fur)	Restricted (Fur)
No codepoint	ft1	FT1	Tan (fur)	Restricted (Fur)
No codepoint	fk1	FK1	White (fur)	Restricted (Fur)

CM Group

CM groups define the contexts in which CMs can be used. This is done for various cultural or semantic reasons. To avoid over-complicating the system, these are kept to a minimum.

Restricted

These are CMs that are to specific ranges of base emoji.

Restricted (Human)

These are the Unicode Standard skin tone modifiers (U+1f3fb - U+1f3ff), and these can only be applied to humanoid (default) hands and certain other contexts that relate to humans/humanoid figures (mostly those already defined by Unicode Standard).

Shared

These can be applied to any context. These are typically unnatural colours.

Defaults

The current default colour for a character that can be colour modified but isn't is K2 (medium gray).

K2 is also available as a separate colour modifier when the user wants to explicitly say they want that character to be K2 colour, because other emoji sets don't use gray as a default (typically yellow instead).

Morphology Modifiers (MMs)



Morphology Modifiers change the shape/presentation of an expression without changing the fundamental expression itself. These are primarily designed for hand emoji.

Morphology Modifiers work just like skin tone modifiers - they are combined with a base expression to create a modified version of that expression.

Mutant Standard uses MMs to encode different types of hands (ie. paw hands and claw hands) with the same expression. As with Unicode Standard emoji, the 'base expression' (thumbs up, V, fist, etc.) is assumed to be a humanoid hand by default, so in this way, MMs are a backwards-compatible extension to Unicode emoji.

Unicode Standard doesn't specify what kind of hand should be this expression, but in Mutant Standard, un-modified hands are expected to be humanoid in order to formalise assumptions made by other emoji vendors and ensure the best possible cross-vendor compatibility.

In shortcodes however, there is no default - the indicator 'hmn' is always used to indicate/disambiguate humanoid emoji from other morphologies.

Each different hand morphology is anthropomorphised to the extent that it has 5 fingers and is generally capable of creating the same expressions as a humanoid hand (so that it may mirror the expression of the original emoji).

Morphology Modifiers are exclusive to Mutant Standard. Unlike CMs, there is no analogous type of encoding in the Unicode Standard.

MMs often dictate what CM groups are allowed. For instance, Restricted (Human) CMs are only allowed on Human morphology hands, none of the others.

Morphology Modifier List

Codepoint	MutStd. Name	MutStd. Shortcode
No modifier	Humanoid hand	hmn
U+101650	Paw hand (anthropomorphised)	paw
U+101651	Clawed hand (anthropomorphised)	clw

Examples

Here's the basic formula. MMs always come before CMs if they exist. Both in shortcodes and in encoding.

```
[ character to be modified ] + [ MM ]  
character_mm
```

```
[ character to be modified ] + [ CM ]  
character_cm
```

```
[ character to be modified ] + [ MM ] + [ CM ]  
character_mm_cm
```



```
U+1f3fd U+fe0f  
thumbs_up_hmn  
thumbs up (humanoid hand, default colour)
```



```
U+1f3fd U+fe0f U+101650  
thumbs_up_paw  
thumbs up (paw hand, default colour)
```



```
U+1f3fd U+fe0f U+101651  
thumbs_up_clw  
thumbs up (claw hand, default colour)
```




U+1f3fd U+fe0f U+1f3fb

thumbs_up_clw_h5

thumbs up (humanoid, Fitzpatrick I-II skin tone)



U+1f3fd U+fe0f U+10161b

thumbs_up_hmn_b1

thumbs up (humanoid hand, dark blue colour)



U+1f3fd U+fe0f U+101651 U+10161f

thumbs_up_clw_v2

thumbs up (claw hand, violet colour)



U+1f442 U+fe0f U+1f3ff

ear_h1

thumbs up (claw hand, Fitzpatrick IV skin tone)



U+1f442 U+fe0f U+10160d

ear_l2

thumbs up (claw hand, yellow-green colour)

Availability

Mutant Standard's modifiers are gated to specific areas of emoji. This is partly to cautiously evaluate the potential bandwidth impact of so many variances, this is also because Mutant Standard is still in development and may yet take more divergent approaches to Unicode when it comes to emoji relating to people.

Codepoint(s) (if applicable)	Description	MM support	CM support
lots	All of Mutant Standard's supported hand expressions (All Unicode Standard hands before version 10)	yes	yes (human MMs can only take human and shared CMs)
lots	All of Mutant Standard's supported semi-body expressions	no	yes (all of them)
lots	All of Mutant Standard's supported professions/roles	no	yes (all of them)
U+1f442 U+fe0f	Ear	no	yes (all of them)