ISO/IEC JTC 1/SC 2
Coded Character Sets
Secretariat: Japan (JISC)

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Information Technology --
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Liaison statement to SC2 from SC34/WG2 on ISO/IEC 10646:2003/FPDAM8

Subject: Rendering   interpretation of Unicode characters with names using colours

Regarding: Minimum requirements for specifying document rendering system (ISO/IEC 24754)

In the BMP there are various references to "BLACK" and "WHITE" in the names of characters. Traditional rendering systems described by ISO/IEC 24754 assume characters are color-agnostic, thus rendering the black of all characters as the foreground colour and the white of all characters as the background colour based on some externally imposed rendering styles. Examples of these are: U+25A0 BLACK SQUARE and U+25A1 WHITE SQUARE.

In ISO/IEC 10646:2003/Amd.8:2010 there are characters categorized under "Miscellaneous Pictographic Symbols" in the groups "Geometric shapes" and "User interface symbols" that include various colours in their respective names.

Characters U+1F534 through U+1F53D are variously named with one of the colours "BLUE", "RED" and "ORANGE".

What is the intended rendering of these characters with respect to foreground and background colours externally imposed by a rendering stylesheet or document rendering system?

In the same groups, what is the intended rendering of U+1F532 "BLACK SQUARE BUTTON" and U+1F533 "WHITE SQUARE BUTTON" with respect to externally imposed foreground and background colours?

In a rendering system supporting colours, is the intention of the use of "BLACK" and "WHITE" in names of characters found in the BMP to respect these named colours or to continue rendering such colours respectively in the foreground and background tones?