

## **Geometric Shapes**

### **Range: 25A0–25FF**

#### **The Unicode Standard, Version 3.2**

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 3.2*.

Characters in this chart that are new for The Unicode Standard, Version 3.2 are shown in conjunction with any existing characters. For ease of reference, the new characters have been highlighted in the chart grid and in the names list.

This file will not be updated with errata, or when additional characters are assigned to the Unicode Standard. See <http://www.unicode.org/charts> for access to a complete list of the latest character charts.

#### **Disclaimer**

These charts are provided as the on-line reference to the character contents of the Unicode Standard, Version 3.2 but do not provide all the information needed to fully support individual scripts using the Unicode Standard. For a complete understanding of the use of the characters contained in this excerpt file, please consult the appropriate sections of The Unicode Standard, Version 3.0 (ISBN 0-201-61633-5), as well as Unicode Standard Annexes #28 and #27, the other Unicode Technical Reports and the Unicode Character Database, which are available on-line.

See <http://www.unicode.org/Public/UNIDATA/UnicodeCharacterDatabase.html> and <http://www.unicode.org/unicode/reports>

A thorough understanding of the information contained in these additional sources is required for a successful implementation.

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See <http://www.unicode.org/unicode/uni2book/u2fonts.html> for a list.

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

















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See <http://www.unicode.org/pending/pending.html> and <http://www.unicode.org/unicode/alloc/Pipeline.html>.

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	25A	25B	25C	25D	25E	25F
0	 25A0	 25B0	 25C0	 25D0	 25E0	 25F0
1	 25A1	 25B1	 25C1	 25D1	 25E1	 25F1
2	 25A2	 25B2	 25C2	 25D2	 25E2	 25F2
3	 25A3	 25B3	 25C3	 25D3	 25E3	 25F3
4	 25A4	 25B4	 25C4	 25D4	 25E4	 25F4
5	 25A5	 25B5	 25C5	 25D5	 25E5	 25F5
6	 25A6	 25B6	 25C6	 25D6	 25E6	 25F6
7	 25A7	 25B7	 25C7	 25D7	 25E7	 25F7
8	 25A8	 25B8	 25C8	 25D8	 25E8	 25F8
9	 25A9	 25B9	 25C9	 25D9	 25E9	 25F9
A	 25AA	 25BA	 25CA	 25DA	 25EA	 25FA
B	 25AB	 25BB	 25CB	 25DB	 25EB	 25FB
C	 25AC	 25BC	 25CC	 25DC	 25EC	 25FC
D	 25AD	 25BD	 25CD	 25DD	 25ED	 25FD
E	 25AE	 25BE	 25CE	 25DE	 25EE	 25FE
F	 25AF	 25BF	 25CF	 25DF	 25EF	 25FF

**Geometric shapes**

- 25A0 ■ BLACK SQUARE  
→ 2588 ■ full block
- 25A1 □ WHITE SQUARE  
= quadrature  
→ 20DE □ combining enclosing square  
→ 2610 □ ballot box
- 25A2 ◻ WHITE SQUARE WITH ROUNDED CORNERS
- 25A3 ◼ WHITE SQUARE CONTAINING BLACK SMALL SQUARE
- 25A4 ▨ SQUARE WITH HORIZONTAL FILL
- 25A5 ▩ SQUARE WITH VERTICAL FILL
- 25A6 ▧ SQUARE WITH ORTHOGONAL CROSSHATCH FILL
- 25A7 ▨ SQUARE WITH UPPER LEFT TO LOWER RIGHT FILL
- 25A8 ▩ SQUARE WITH UPPER RIGHT TO LOWER LEFT FILL
- 25A9 ▩ SQUARE WITH DIAGONAL CROSSHATCH FILL
- 25AA ▪ BLACK SMALL SQUARE
- 25AB ◻ WHITE SMALL SQUARE
- 25AC ▭ BLACK RECTANGLE
- 25AD ◻ WHITE RECTANGLE
- 25AE ▭ BLACK VERTICAL RECTANGLE  
= histogram marker  
→ 220E ▭ end of proof
- 25AF ◻ WHITE VERTICAL RECTANGLE  
→ 2337 ◻ apl functional symbol squish quad  
→ 2395 ◻ apl functional symbol quad
- 25B0 ▭ BLACK PARALLELOGRAM
- 25B1 ◻ WHITE PARALLELOGRAM
- 25B2 ▲ BLACK UP-POINTING TRIANGLE
- 25B3 △ WHITE UP-POINTING TRIANGLE  
= trine  
→ 20E4 △ combining enclosing upward pointing triangle  
→ 2206 △ increment
- 25B4 ▲ BLACK UP-POINTING SMALL TRIANGLE
- 25B5 △ WHITE UP-POINTING SMALL TRIANGLE
- 25B6 ► BLACK RIGHT-POINTING TRIANGLE
- 25B7 ▷ WHITE RIGHT-POINTING TRIANGLE  
= z notation range restriction
- 25B8 ▶ BLACK RIGHT-POINTING SMALL TRIANGLE  
→ 2023 ▶ triangular bullet
- 25B9 ▷ WHITE RIGHT-POINTING SMALL TRIANGLE
- 25BA ► BLACK RIGHT-POINTING POINTER
- 25BB ▷ WHITE RIGHT-POINTING POINTER  
= forward arrow indicator  
→ 22B3 ▷ contains as normal subgroup
- 25BC ▼ BLACK DOWN-POINTING TRIANGLE
- 25BD ▽ WHITE DOWN-POINTING TRIANGLE  
= Hamilton operator  
→ 2207 ▽ nabla
- 25BE ▼ BLACK DOWN-POINTING SMALL TRIANGLE
- 25BF ▽ WHITE DOWN-POINTING SMALL TRIANGLE
- 25C0 ◄ BLACK LEFT-POINTING TRIANGLE
- 25C1 ◁ WHITE LEFT-POINTING TRIANGLE  
= z notation domain restriction
- 25C2 ◄ BLACK LEFT-POINTING SMALL TRIANGLE
- 25C3 ◁ WHITE LEFT-POINTING SMALL TRIANGLE
- 25C4 ◄ BLACK LEFT-POINTING POINTER
- 25C5 ◁ WHITE LEFT-POINTING POINTER  
= backward arrow indicator  
→ 22B2 ◁ normal subgroup of
- 25C6 ◆ BLACK DIAMOND  
→ 2666 ◆ black diamond suit
- 25C7 ◇ WHITE DIAMOND  
→ 20DF ◇ combining enclosing diamond  
→ 22C4 ◊ diamond operator  
→ 2662 ◇ white diamond suit
- 25C8 ◊ WHITE DIAMOND CONTAINING BLACK SMALL DIAMOND
- 25C9 ● FISHEYE  
= tainome (Japanese, a kind of bullet)
- 25CA ◊ LOZENGE  
→ 2662 ◊ white diamond suit
- 25CB ○ WHITE CIRCLE  
→ 20DD ⊙ combining enclosing circle  
→ 25EF ○ large circle  
→ 3007 ○ ideographic number zero
- 25CC ◌ DOTTED CIRCLE  
• note that the reference glyph for this character is intentionally larger than the dotted circle glyph used to indicate combining characters in this standard; see, for example, 0300 ◌
- 25CD ◐ CIRCLE WITH VERTICAL FILL
- 25CE ⊙ BULLSEYE  
→ 229A ⊙ circled ring operator
- 25CF ● BLACK CIRCLE
- 25D0 ◐ CIRCLE WITH LEFT HALF BLACK
- 25D1 ◑ CIRCLE WITH RIGHT HALF BLACK
- 25D2 ◒ CIRCLE WITH LOWER HALF BLACK
- 25D3 ◓ CIRCLE WITH UPPER HALF BLACK
- 25D4 ◔ CIRCLE WITH UPPER RIGHT QUADRANT BLACK
- 25D5 ◕ CIRCLE WITH ALL BUT UPPER LEFT QUADRANT BLACK
- 25D6 ◖ LEFT HALF BLACK CIRCLE
- 25D7 ◗ RIGHT HALF BLACK CIRCLE
- 25D8 ◘ INVERSE BULLET  
→ 2022 • bullet  
→ 25E6 ◦ white bullet
- 25D9 ◙ INVERSE WHITE CIRCLE

25DA	☐	UPPER HALF INVERSE WHITE CIRCLE
25DB	◐	LOWER HALF INVERSE WHITE CIRCLE
25DC	⌒	UPPER LEFT QUADRANT CIRCULAR ARC
25DD	⌒	UPPER RIGHT QUADRANT CIRCULAR ARC
25DE	⌒	LOWER RIGHT QUADRANT CIRCULAR ARC
25DF	⌒	LOWER LEFT QUADRANT CIRCULAR ARC
25E0	⌒	UPPER HALF CIRCLE → 2312 ⌒ arc
25E1	⌒	LOWER HALF CIRCLE
25E2	▲	BLACK LOWER RIGHT TRIANGLE
25E3	▲	BLACK LOWER LEFT TRIANGLE
25E4	▲	BLACK UPPER LEFT TRIANGLE
25E5	▲	BLACK UPPER RIGHT TRIANGLE
25E6	◦	WHITE BULLET → 2022 • bullet → 2218 ◦ ring operator → 25D8 ◐ inverse bullet
25E7	◑	SQUARE WITH LEFT HALF BLACK
25E8	◑	SQUARE WITH RIGHT HALF BLACK
25E9	◑	SQUARE WITH UPPER LEFT DIAGONAL HALF BLACK
25EA	◑	SQUARE WITH LOWER RIGHT DIAGONAL HALF BLACK
25EB	◑	WHITE SQUARE WITH VERTICAL BISECTING LINE
25EC	△	WHITE UP-POINTING TRIANGLE WITH DOT
25ED	▲	UP-POINTING TRIANGLE WITH LEFT HALF BLACK
25EE	▲	UP-POINTING TRIANGLE WITH RIGHT HALF BLACK
25EF	○	LARGE CIRCLE → 20DD © combining enclosing circle → 25CB ○ white circle → 3007 ○ ideographic number zero

### Control code graphics

25F0	◑	WHITE SQUARE WITH UPPER LEFT QUADRANT
25F1	◑	WHITE SQUARE WITH LOWER LEFT QUADRANT
25F2	◑	WHITE SQUARE WITH LOWER RIGHT QUADRANT
25F3	◑	WHITE SQUARE WITH UPPER RIGHT QUADRANT
25F4	⊖	WHITE CIRCLE WITH UPPER LEFT QUADRANT
25F5	⊖	WHITE CIRCLE WITH LOWER LEFT QUADRANT
25F6	⊖	WHITE CIRCLE WITH LOWER RIGHT QUADRANT
25F7	⊖	WHITE CIRCLE WITH UPPER RIGHT QUADRANT

### Geometric shapes

25F8	▵	UPPER LEFT TRIANGLE
25F9	▾	UPPER RIGHT TRIANGLE
25FA	▴	LOWER LEFT TRIANGLE → 22BF ⚡ right triangle
25FB	◻	WHITE MEDIUM SQUARE = always (modal operator) → 25A1 ◻ white square
25FC	◼	BLACK MEDIUM SQUARE → 25A0 ◼ black square
25FD	◻	WHITE MEDIUM SMALL SQUARE → 25AB ◻ white small square
25FE	◼	BLACK MEDIUM SMALL SQUARE → 25AA ◼ black small square
25FF	▴	LOWER RIGHT TRIANGLE → 22BF ⚡ right triangle