Geometric Shapes Range: 25A0-25FF

This file contains an excerpt from the character code tables and list of character names for the Unicode Standard, last updated for *The Unicode Standard, Version 4.0.* 

This file may be updated as necessary to reflect errata without notice. For an up-to-date list of errata, see <a href="http://www.unicode.org/errata/">http://www.unicode.org/errata/</a>

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These charts are provided as the on-line reference to the character contents of the Unicode Standard, Version 4.0 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 4.0 (ISBN 0-321-18578-1), as well as Unicode Standard Annexes #9, #11, #14, #15, #24 and #29, the other Unicode Technical Reports and the Unicode Character Database, which are available on-line.

See http://www.unicode.org/Public/UNIDATA/UCD.html and http://www.unicode.org/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/pending/pending.html and http://www.unicode.org/alloc/Pipeline.html.

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	25A	25B	25C	25D	25E	25F
0	25A0	25B0	25C0	25D0	25E0	25F0
1	25A1		25C1	25D1	25E1	25F1
2	25A2	25B2	<b>⋖</b>	25D2	25E2	25F2
3	25A3	25B3	<b>△</b> 25C3	25D3	25E3	25F3
4	25A4	<b>▲</b> 25B4	25C4	25D4	25E4	25F4
5	25A5	<b>△</b> 25B5	2505	25D5	25E5	25F5
6	25A6	25B6	25C6	25D6	O 25E6	25F6
7	25A7	25B7	25C7	25D7	25E7	25F7
8		<b>&gt;</b>	<b>�</b>	•		7
9	25A8	25B8	25C8	25D8	25E8	25F8
Α	25A9	25B9	25C9	25D9	25E9	25F9
В	25AA	25BA	25CA	25DA	25EA	25FA
С	25AB	25BB	25CB	25DB	25EB	25FB
D	25AC	25BC	25CC	25DC	25EC	25FC
E	25AD	25BD	25CD	25DD	25ED	25FD
F	25AE	25BE <b>▽</b>	25CE	25DE	25EE	25FE
	25AF	25BF	25CF	25DF	25EF	25FF

Geometric shapes			$\nabla$	WHITE DOWN-POINTING TRIANGLE
25A0 ■	BLACK SQUARE			= Hamilton operator
	→ 2588 full block	٥٥٥		→ 2207 ∇ nabla
25A1 □	WHITE SQUARE	25BE	•	BLACK DOWN-POINTING SMALL TRIANGLE
	= quadrature	25BF	▼	WHITE DOWN-POINTING SMALL
	→ 20DE © combining enclosing square	2001		TRIANGLE
	$\rightarrow$ 2610 $\square$ ballot box	25C0	•	
25A2 □	WHITE SQUARE WITH ROUNDED CORNERS	25C1	$\triangleleft$	
25A3 ■	WHITE SQUARE CONTAINING BLACK SMALL SQUARE	25C2	4	BLACK LEFT-POINTING SMALL
25A4	SQUARE WITH HORIZONTAL FILL	25C3	۵	TRIANGLE WHITE LEFT-POINTING SMALL
25A5 Ⅲ	SQUARE WITH VERTICAL FILL	2505	•	TRIANGLE
25A6 ⊞	SQUARE WITH ORTHOGONAL	25C4	4	BLACK LEFT-POINTING POINTER
	CROSSHATCH FILL	25C5	ℴ	WHITE LEFT-POINTING POINTER
25A7	SQUARE WITH UPPER LEFT TO	2000		= backward arrow indicator
	LOWER RIGHT FILL			→ 22B2 < normal subgroup of
25A8 🖾	SQUARE WITH UPPER RIGHT TO	25C6	•	BLACK DIAMOND
0540 888	LOWER LEFT FILL		•	→ 2666 ♦ black diamond suit
25A9 <b>■</b>	SQUARE WITH DIAGONAL	25C7	$\Diamond$	WHITE DIAMOND
2544 -	CROSSHATCH FILL			→ 20DF © combining enclosing diamond
25AA •	BLACK SMALL SQUARE			→ 22C4 · diamond operator
25AB •				→ 2662 ♦ white diamond suit
	BLACK RECTANGLE	25C8	<b>�</b>	WHITE DIAMOND CONTAINING
	WHITE RECTANGLE			BLACK SMALL DIAMOND
25AE ■	BLACK VERTICAL RECTANGLE	25C9		FISHEYE
	= histogram marker			= tainome (Japanese, a kind of bullet)
2545 🗆	→ 220E ■ end of proof WHITE VERTICAL RECTANGLE	25CA	$\Diamond$	LOZENGE
25AF [	→ 2337 apl functional symbol squish quad			$\rightarrow$ 2662 $\diamondsuit$ white diamond suit
	→ 2395 ☐ apl functional symbol quad	25CB	0	WHITE CIRCLE
25B0 =	BLACK PARALLELOGRAM			→ 20DD⊚ combining enclosing circle
25B0 <b>■</b> 25B1 □	WHITE PARALLELOGRAM			→ 25EF ○ large circle
25B1 △		0500	200	→ 3007 ○ ideographic number zero
25B3 △	WHITE UP-POINTING TRIANGLE	25CC	U	DOTTED CIRCLE
2000 🛆	= trine			• note that the reference glyph for this character is intentionally larger than the
	→ 20E4  combining enclosing upward			dotted circle glyph used to indicate
	pointing triangle			combining characters in this standard; see,
	$\rightarrow$ 2206 $\Delta$ increment		_	for example, 0300 \delta
25B4 ▲	BLACK UP-POINTING SMALL	25CD		
0505	TRIANGLE	25CE	$\odot$	BULLSEYE
25B5 ▲	WHITE UP-POINTING SMALL	0505		→ 229A ⊙ circled ring operator
2506	TRIANGLE	25CF	_	BLACK CIRCLE
25B6 ►	BLACK RIGHT-POINTING TRIANGLE	25D0		CIRCLE WITH LEFT HALF BLACK
25B7 ▷	WHITE RIGHT-POINTING TRIANGLE = z notation range restriction	25D1		CIRCLE WITH RIGHT HALF BLACK
25B8 ►	BLACK RIGHT-POINTING SMALL	25D2		CIRCLE WITH LOWER HALF BLACK
2000	TRIANGLE	25D3		CIRCLE WITH UPPER HALF BLACK
	→ 2023 ► triangular bullet	25D4	G	CIRCLE WITH UPPER RIGHT
25B9 ▶	WHITE RIGHT-POINTING SMALL	25D5	•	QUADRANT BLACK CIRCLE WITH ALL BUT UPPER LEFT
- <del>-</del>	TRIANGLE	2000		QUADRANT BLACK
25BA ►	BLACK RIGHT-POINTING POINTER	25D6	•	LEFT HALF BLACK CIRCLE
25BB ►	WHITE RIGHT-POINTING POINTER	25D7	•	RIGHT HALF BLACK CIRCLE
	= forward arrow indicator	25D8	-	INVERSE BULLET
	→ 22B3 > contains as normal subgroup		_	$\rightarrow$ 2022 • bullet
25BC ▼	BLACK DOWN-POINTING TRIANGLE			→ 25E6 · white bullet
		25D9	$\bigcirc$	INVERSE WHITE CIRCLE

25DA 🦳	UPPER HALF INVERSE WHITE CIRCLE
25DB 💌	LOWER HALF INVERSE WHITE

CIRCLE

25DC C UPPER LEFT QUADRANT CIRCULAR ARC

25DD \ UPPER RIGHT QUADRANT CIRCULAR ARC

25DE J 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

 $\rightarrow$  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  $\triangle$  WHITE UP-POINTING TRIANGLE WITH DOT

25ED  $\triangle$  UP-POINTING TRIANGLE WITH LEFT HALF BLACK

25EE **\( \Delta \)** UP-POINTING TRIANGLE WITH RIGHT HALF BLACK

25EF \cap LARGE CIRCLE

→ 20DD⊚ combining enclosing circle

 $\rightarrow$  25CB  $\bigcirc$  white circle

→ 3007 ○ ideographic number zero

## Control code graphics

25F0 □ WHITE SQUARE WITH UPPER LEFT QUADRANT

25F1 WHITE SQUARE WITH LOWER LEFT QUADRANT

25F3 ☐ WHITE SQUARE WITH UPPER RIGHT QUADRANT

25F5 © WHITE CIRCLE WITH LOWER LEFT QUADRANT

25F6 WHITE CIRCLE WITH LOWER RIGHT QUADRANT

# E Geometric shapes

25F8 V UPPER LEFT TRIANGLE

25F9 

□ UPPER RIGHT TRIANGLE

25FA \( \subseteq \text{LOWER LEFT TRIANGLE} \)

→ 22BF \( \subseteq \text{right triangle} \)

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

 $\rightarrow$  22BF  $\triangle$  right triangle