

## Geometric Shapes

**Range: 25A0–25FF**

This file contains an excerpt from the character code tables and list of character names for *The Unicode Standard, Version 5.2*.

This file may be changed at any time without notice to reflect errata or other updates to the Unicode Standard. See <http://www.unicode.org/errata/> for an up-to-date list of errata.

See <http://www.unicode.org/charts/> for access to a complete list of the latest character code charts. See <http://www.unicode.org/charts/PDF/Unicode-5.2/> for charts showing only the characters added in Unicode 5.2. See <http://www.unicode.org/Public/5.2.0/charts/> for a complete archived file of character code charts for Unicode 5.2.

### Disclaimer

These charts are provided as the online reference to the character contents of the Unicode Standard, Version 5.2 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 file, please consult the appropriate sections of *The Unicode Standard, Version 5.2*, online at <http://www.unicode.org/versions/Unicode5.2.0/>, as well as Unicode Standard Annexes #9, #11, #14, #15, #24, #29, #31, #34, #38, #41, #42, and #44, the other Unicode Technical Reports and Standards, and the Unicode Character Database, which are available online.

See <http://www.unicode.org/ucd/> and <http://www.unicode.org/reports/>

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

### Fonts

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See <http://www.unicode.org/charts/fonts.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/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**

*Other geometric shapes complementing this set are found in the Miscellaneous Symbols and Arrows block.*















25A0	■	<b>BLACK SQUARE</b> = moding mark (in ideographic text) → 2588 ■ full block → 2B1B ■ black large square	25BE	▼	<b>BLACK DOWN-POINTING SMALL TRIANGLE</b>
25A1	□	<b>WHITE SQUARE</b> = quadrature • may be used to represent a missing ideograph → 20DE □ combining enclosing square → 2610 □ ballot box → 2B1C □ white large square → 3013 ■ geta mark	25BF	▼	<b>WHITE DOWN-POINTING SMALL TRIANGLE</b>
25A2	◻	<b>WHITE SQUARE WITH ROUNDED CORNERS</b>	25C0	◄	<b>BLACK LEFT-POINTING TRIANGLE</b>
25A3	◼	<b>WHITE SQUARE CONTAINING BLACK SMALL SQUARE</b>	25C1	◄	<b>WHITE LEFT-POINTING TRIANGLE</b> = z notation domain restriction
25A4	▨	<b>SQUARE WITH HORIZONTAL FILL</b>	25C2	◄	<b>BLACK LEFT-POINTING SMALL TRIANGLE</b>
25A5	▩	<b>SQUARE WITH VERTICAL FILL</b>	25C3	◄	<b>WHITE LEFT-POINTING SMALL TRIANGLE</b>
25A6	▧	<b>SQUARE WITH ORTHOGONAL CROSSHATCH FILL</b>	25C4	◄	<b>BLACK LEFT-POINTING POINTER</b>
25A7	▦	<b>SQUARE WITH UPPER LEFT TO LOWER RIGHT FILL</b>	25C5	◄	<b>WHITE LEFT-POINTING POINTER</b> = backward arrow indicator → 22B2 ◄ normal subgroup of
25A8	▤	<b>SQUARE WITH UPPER RIGHT TO LOWER LEFT FILL</b>	25C6	◆	<b>BLACK DIAMOND</b> → 2666 ◆ black diamond suit
25A9	▥	<b>SQUARE WITH DIAGONAL CROSSHATCH FILL</b>	25C7	◇	<b>WHITE DIAMOND</b> → 20DF ◇ combining enclosing diamond → 22C4 ◊ diamond operator → 2662 ◇ white diamond suit
25AA	▪	<b>BLACK SMALL SQUARE</b> → 2B1D • black very small square	25C8	◊	<b>WHITE DIAMOND CONTAINING BLACK SMALL DIAMOND</b>
25AB	◻	<b>WHITE SMALL SQUARE</b> → 2B1E • white very small square	25C9	●	<b>FISHEYE</b> = tainome (Japanese, a kind of bullet)
25AC	▭	<b>BLACK RECTANGLE</b>	25CA	◇	<b>LOZENGE</b> → 2662 ◇ white diamond suit
25AD	◻	<b>WHITE RECTANGLE</b>	25CB	○	<b>WHITE CIRCLE</b> → 20DD ◎ combining enclosing circle → 25EF ○ large circle → 2B58 ○ heavy circle → 3007 ○ ideographic number zero
25AE	▮	<b>BLACK VERTICAL RECTANGLE</b> = histogram marker → 220E ■ end of proof	25CC	◌	<b>DOTTED CIRCLE</b> • 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 ◌
25AF	▮	<b>WHITE VERTICAL RECTANGLE</b> → 2337 ▮ apl functional symbol squish quad → 2395 ◻ apl functional symbol quad	25CD	◉	<b>CIRCLE WITH VERTICAL FILL</b>
25B0	▭	<b>BLACK PARALLELOGRAM</b>	25CE	◎	<b>BULLSEYE</b> → 229A ◎ circled ring operator → 2B57 ◎ heavy circle with circle inside
25B1	◻	<b>WHITE PARALLELOGRAM</b>	25CF	●	<b>BLACK CIRCLE</b>
25B2	▲	<b>BLACK UP-POINTING TRIANGLE</b>	25D0	◐	<b>CIRCLE WITH LEFT HALF BLACK</b>
25B3	△	<b>WHITE UP-POINTING TRIANGLE</b> = trine → 20E4 △ combining enclosing upward pointing triangle → 2206 △ increment	25D1	◑	<b>CIRCLE WITH RIGHT HALF BLACK</b>
25B4	▲	<b>BLACK UP-POINTING SMALL TRIANGLE</b>	25D2	◒	<b>CIRCLE WITH LOWER HALF BLACK</b>
25B5	▲	<b>WHITE UP-POINTING SMALL TRIANGLE</b>	25D3	◓	<b>CIRCLE WITH UPPER HALF BLACK</b>
25B6	▶	<b>BLACK RIGHT-POINTING TRIANGLE</b>	25D4	◔	<b>CIRCLE WITH UPPER RIGHT QUADRANT BLACK</b>
25B7	▷	<b>WHITE RIGHT-POINTING TRIANGLE</b> = z notation range restriction	25D5	◕	<b>CIRCLE WITH ALL BUT UPPER LEFT QUADRANT BLACK</b>
25B8	▸	<b>BLACK RIGHT-POINTING SMALL TRIANGLE</b> → 2023 ▸ triangular bullet	25D6	◖	<b>LEFT HALF BLACK CIRCLE</b>
25B9	▹	<b>WHITE RIGHT-POINTING SMALL TRIANGLE</b>	25D7	◗	<b>RIGHT HALF BLACK CIRCLE</b>
25BA	▹	<b>BLACK RIGHT-POINTING POINTER</b>	25D8	◘	<b>INVERSE BULLET</b> → 2022 • bullet → 25E6 ◌ white bullet
25BB	▹	<b>WHITE RIGHT-POINTING POINTER</b> = forward arrow indicator → 22B3 ▹ contains as normal subgroup	25D9	◙	<b>INVERSE WHITE CIRCLE</b>
25BC	▼	<b>BLACK DOWN-POINTING TRIANGLE</b>	25DA	◚	<b>UPPER HALF INVERSE WHITE CIRCLE</b>
25BD	▽	<b>WHITE DOWN-POINTING TRIANGLE</b> = Hamilton operator → 2207 ▽ nabla → 26DB ▽ heavy white down-pointing triangle	25DB	◛	<b>LOWER HALF INVERSE WHITE CIRCLE</b>
			25DC	◜	<b>UPPER LEFT QUADRANT CIRCULAR ARC</b>
			25DD	◝	<b>UPPER RIGHT QUADRANT CIRCULAR ARC</b>
			25DE	◞	<b>LOWER RIGHT QUADRANT CIRCULAR ARC</b>
			25DF	◟	<b>LOWER LEFT QUADRANT CIRCULAR ARC</b>
			25E0	◠	<b>UPPER HALF CIRCLE</b> → 2312 ◡ arc
			25E1	◡	<b>LOWER HALF CIRCLE</b>
			25E2	▴	<b>BLACK LOWER RIGHT TRIANGLE</b>
			25E3	▾	<b>BLACK LOWER LEFT TRIANGLE</b>

- 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  
     → 2B12  square with top 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  
     → 2B24  black large circle  
     → 2B55  heavy large 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