The Design of an Extended Japanese Character Set

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ftp://ftp.ora.com/pub/examples/nutshell/ujip/adobe/uc9lunde.pdf

Today's Japanese Fonts



- Not enough characters
- Too few or no kanji variants
- No alternate metrics—metrically-challenged
- No true italics
- No extended ASCII characters
- No macroned vowels—for romanization
- Not cross-platform

Some Improvements...



- Alternate metrics—breaks the "full-width barrier"
 - Half-width and proportional symbols
 - Proportional kana
 - Proportional kanji
- Glyph substitution
 - Access to unencoded character forms
 - Ligatures
- Available using technologies such as:
 - Adobe's sfnt-wrapped CIDFonts
 - Apple's QuickDraw GX
 - Microsoft's TrueType Open

Character Set Issues



- Character- versus glyph-based
- Information interchange versus professional publishing
- How are these concepts related?
 - Character-based character sets = information interchange
 - Glyph-based character sets = professional publishing
- Most Japanese fonts for DTP purposes—that is, TrueType and PostScript fonts—are *not* glyph-based, and are *not* designed for professional publishing
- Time to raise the proverbial "bar"...

An Historical Perspective...



- ASCII and ISO 8859-1:1987 versus their extensions (Adobe, Apple, and Microsoft)
 - ASCII enumerates 94 printable characters
 - ISO 8859-1:1987 enumerates 95 more
 - Neither standard enumerates typographically-oriented characters, such as smart quotes, the various dashes, and so on
- Dingbat characters handled as a separate font resource— Zapf Dingbats
- Japanese fonts must evolve...

First, Choose an Encoding



- Shift-JIS for first implementation—for use on today's machines
- Migration to Unicode—when the time is right—eased through the use of CID-keyed font technology

Improve Roman Character Handling



• Support true italics

 Current implementations provide algorithmically-obliqued Romans—inadequate for professional publishing

Support Extended ASCII

- Windows extensions
- MacOS extensions

Support macroned vowels

- For transliterating Japanese text
- Circumflexed vowels is not an ideal solution

The Cross-platform Character Set



- Design a cross-platform character set...
 - Proportional Roman
 - Half-width katakana
 - JIS X 0208-1990 (to become JIS X 0218-1997)
 - NEC Row 13
 - IBM select kanji and non-kanji
- With some extensions thrown in...
 - Enhanced Japanese Publishing (EJP) extensions

"Enhanced Japanese Publishing" Set



• Each Shift-JIS row provides 188 code points

• Allocation:

— Row 0xF5: Numerals

— Row 0xF6: Ligatures (Kana, Kanji, and Roman)

— Row 0xF7: Typeface-dependent Symbols

— Rows 0xF8–0xF9: Kanji (no variants)

• Rows 0xF0 through 0xF4—940 code points—still available as a valid user-defined range

Unencoded Characters



- The *Adobe-Japan1-3* character collection will enumerate all glyphs, encoded and unencoded
- Related characters—"true" variants
 - Simplified kanji become traditional kanji
 - JIS90 kanji become JIS78 kanji
 - Kanji become variant forms

Annotated forms

- Encircled kana, kanji, numerals, and Roman characters
- Parenthesized kana, kanji, numerals, and Roman characters
- Roman numerals

Other Font Resources



- Ruby fonts—three types
 - Generic
 - Typeface-specific
 - Typeface-family-specific
- Build ruby fonts as independent subset Japanese fonts—allows the use of standard input schemes
- Dingbat fonts
 - Typeface-independent characters

Summary



- The inadequacies of today's Japanese fonts need to be addressed before they are suitable for professional publishing
- Adobe's EJP under development
- Most of the issues that need to be addressed exist regardless of the underlying encoding: Shift-JIS or Unicode
- Migration to Unicode is trivial

