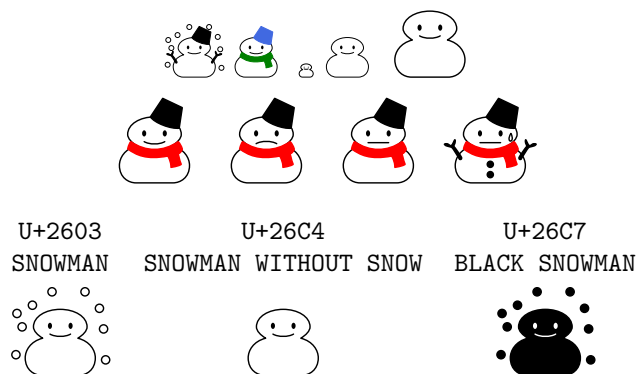


The `scsnowman` package v1.1

Hironobu Yamashita

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The \LaTeX package `scsnowman` provides a command `\scsnowman`, which can display many variants of snowmen. This package utilizes `TikZ` for drawing snowmen.



The package is maintained on GitHub:

- <https://github.com/aminophen/scsnowman>

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1 The History of Snowman in Unicode

In October 1991, the first volume of the Unicode standard was published. Since then, there was a code point assigned to a character “snowman”; U+2603.

U+2603 SNOWMAN
= snowy weather

It seems that the shape of its reference glyph in Unicode 1.0.0 was taken from “Ryumin”, which was developed by Morisawa (a famous font vendor in Japan). A few years later, the reference glyph has sometimes been changed to another; however, there had been only one “snowman” in Unicode until 2009.

In October 2009, Unicode 5.2 was published. In this volume, two “snowman” code points were added; U+26C4 and U+26C7.

U+26C4 SNOWMAN WITHOUT SNOW
= light snow
U+26C7 BLACK SNOWMAN
= heavy snow

According to the code chart, the origin of these two characters is ARIB STD-B24 (Data Coding and Transmission Specification for Digital Broadcasting;¹), which was established by Association of Radio Industries and Business in Japan. Since then, it can be said that the old code point U+2603 has been given an implicit meaning of “SNOWMAN WITH SNOW”. The reference glyphs were also changed at that time.

2 Variation of Snowman among Actual Fonts

Since the shapes of the reference glyphs used in the Unicode code charts are not prescriptive, the actual fonts have a wide variety of glyph designs. However, when it comes to snowmen, the variation between fonts is enormous. This variation is very interesting, however, on the other hand, problematic.

Table 1 shows the variety of “snowman” in actual fonts. The snowman in “IPA Mincho (IPA 明朝)” from Information-technology Promotion Agency is very similar to the one in “Ryumin (リウミン)” from Morisawa. However, in “MS Mincho (MS 明朝)” from Microsoft, the snowman wears a black hat instead of white one. In “Kozuka Mincho (小塚明朝)” from Adobe Systems Inc., he/she wears a muffler instead of a hat. Moreover, it doesn’t snow in “Hiragino Mincho (ヒラギノ明朝)” from SCREEN Graphic and Precision Solutions Co., Ltd. It is natural that some fonts developed before 2009 have a “snowman without snow” glyph in the code point U+2603, however, it can be a problem when we have to transfer the exact information to others.

¹http://www.arib.or.jp/tyosakenkyu/kikaku_hoso/hoso_std-b024.html; Abstract in PDF format (both Japanese and English) are available.

Table 1: The variety of “snowman” in actual fonts

	U+2603	U+26C4	U+26C7
IPAex 明朝			
MS 明朝			
小塚明朝 Pr6N Regular			
ヒラギノ明朝 ProN W3			
VL ゴシック			

3 Introduction to scsnowman Package

The L^AT_EX package `scsnowman` provides a command `\scsnowman`, which can display many variants of snowmen. This package depends on TikZ package for drawing snowman images.

To use this package, load it in preamble:

```
\usepackage{scsnowman}
```

In the main document, use `\scsnowman` command to print a snowman: ☺. By default, the snowman is “plain” style, without any decoration such as snow, a hat or a muffler.

4 Command Options

You can customize the style of a snowman using the optional argument. The syntax is

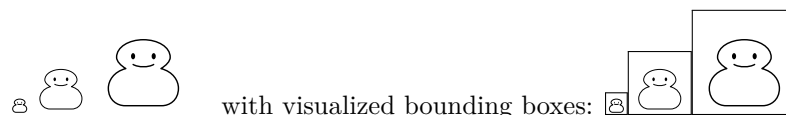
```
\scsnowman[⟨key-value list⟩]
```

4.1 Scaling and Adjustment Options

The following *keys* are available:

`scale`, `adjustbaseline`

The key `scale` takes a scale factor. The origin of scaling is set at the lower left corner of the bounding box. For example, `\scsnowman`, `\scsnowman[scale=3]` and `\scsnowman[scale=5]` give:



When the key `adjustbaseline` is specified (or, `adjustbaseline=true`), the base line of the in-line snowman will be adjusted to that of the surrounding texts. This will be helpful when a snowman appears to be “floating in the air.”

Text,	<code>\scsnowman[scale=1]%</code>	<code>\scsnowman[scale=4]%</code>	
	<code>\scsnowman[scale=7],</code>		
T.\par			
Text,	<code>\scsnowman[adjustbaseline,scale=1]%</code>	<code>\scsnowman[adjustbaseline,scale=4]%</code>	
	<code>\scsnowman[adjustbaseline,scale=7],</code>		
T.			

Text, ☺

, T.

Text, ☺

, T.

4.2 Design Options

Following *keys* take a *value* which specifies color. When the *value* is omitted, the default color, black or white, will be used:

body, eyes, mouth, sweat, hat, arms, muffler, buttons, snow


The following *key* require one specific *value*:

mouthshape

The key `mouthshape` takes one of the followings: `smile`, `tight` or `frown`.

Here are some examples:

```
\scsnowman[scale=2,body,hats=red,muffler=blue]
\scsnowman[scale=3,hats,snow,arms,buttons]
\scsnowman[scale=3,mouthshape=tight,muffler=red]
\scsnowman[scale=3,mouthshape=frown,hats=green]
```



5 Changing the Default


The package default is the “plain” style snowman. This default can be changed by using `\scsnowmandefault` command. The syntax is

```
\scsnowmandefault{⟨key-value list⟩}
```

The available *keys* are the same as those in `\scsnowman`.

Here are some examples:

```
\scsnowmandefault{scale=3,hats=red}
\scsnowman
\scsnowman[body,muffler=blue]
\scsnowman[hats=green,snow]
```



6 Changing Item Labels and QED Symbols

For those who want more snowmen in the documents, currently `scsnowman` provides the following additional commands:

`\makeitemsnowman:`

Change item labels in `itemize` environment to snowmen 🧊🧊🧊.

The command `\makeitemother` restores the default, usually `•–*••`.

`\makeqedsnowman:`







Change the QED symbol in `proof` environment to a snowman 🧊.

The package `amsthm` is required. The command `\makeqedother` restores the default, usually \square .

These commands can be used wherever you want, and are effective within the current group.

Here are some examples:

```
\begin{itemize}
\makeitemsnowman
\item Foo X.
\begin{itemize}
\item Bar A.
\begin{itemize}
\item Baz P. \item Baz Q.
\end{itemize}
\end{itemize}
\item Bar B. \item Bar C.
\end{itemize}
```


 Foo X.
 Bar A.
 Baz P.
 Baz Q.
 Bar B.
 Bar C.

```

\makeqedsnowman
\begin{theorem}
Given two line segments whose
lengths are  $a$  and  $b$  respectively,
there is a real number  $r$  such that
 $b=ra$ .
\end{theorem}
\begin{proof}
To prove it by contradiction try and
assume that the statement is false,
proceed from there and at some point
you will arrive to a contradiction.
\end{proof}

```

Theorem 1. *Given two line segments whose lengths are a and b respectively, there is a real number r such that $b = ra$.*

Proof. To prove it by contradiction try and assume that the statement is false, proceed from there and at some point you will arrive to a contradiction. 

The names of these commands are, of course, named after the L^AT_EX `\makeatletter` and `\makeatother`;-)

Version History

This is the summary of changes. For more detail, see GitHub repository.

Version 0.1	2015-12-13	First public version on GitHub
Version 0.8	2016-08-08	Second public version on GitHub: new variants <code>buttons</code> , <code>mouthshape</code> , <code>sweat</code> are added
Version 1.0	2016-12-22	First CTAN release
Version 1.1	2017-01-22	Add new key <code>adjustbaseline</code> , documentation update

References

- [1] 雪だるまの親子関係 — Mac OS X の文字コード問題に関するメモ
- [2] ヒラギノの雪だるまは、なぜ寂しそうなのか — Mac OS X の文字コード問題に関するメモ
- [3] いろいろなゆきだるま — TeX Alchemist Online
- [4] 「T_EX でゆきだるま」をもっとたくさん — Acetaminophen's diary
- [5] Unicode の例の雪だるまは多分アレ — マクロツイーター
- [6] T_EX でゆきだるまを “もっともっと” たくさん — Acetaminophen's diary
- [7] 夏といえば、やっぱり「ゆきだるま」！ — Acetaminophen's diary
- [8] How do I redefine the QED symbol to be a Unicode character? — T_EX – L^AT_EX Stack Exchange