

byo-twemojis v1.0

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Abstract

The **Build Your Own Twemoji** package allows to create emojis based on elements of the “classical” round-circle based emojis by Twitter (see Table 3 for a list of the emojis that are meant).

1 Usage

`\byoTwemoji` This package provides the command: `\byoTwemoji [options] {elements}`, it creates an emoji with the elements you listed in the *elements* argument. The *elements* argument is a string with element-names listed with a semicolon ; as the divider, where the first element is “lower” in the picture than the second (i.e. it is covered by the second element if they overlap). For example, `\byoTwemoji{head; eyes normal opened; mouth laughing}` creates 😄, but `\byoTwemoji{mouth laughing; head; eyes normal opened}` creates 😊, as the `head` element covers the `mouth laughing` element. You can add options to a single element by adding ! followed by the TikZ options; further details are explained in Section 1.1.

The *options* literally takes options for the TikZ picture the command creates. For example, `\byoTwemoji[rotate around=180]{head; eyes normal; mouth smiling}` creates 😊. Further details can be found in Section 1.2.

Applying both features one after the other:



```
\byoTwemoji{head; eyes normal low; eyebrows angry; mouth frowning}
```



```
\byoTwemoji{head; eyes normal low!yshift=-1; eyebrows angry!yshift=1.8; mouth frowning!yshift=2}
```



```
\byoTwemoji[let Yellow=byoTwemojiRed, let Brown=byoTwemojiBlack]{head; eyes normal low!yshift=-1; eyebrows angry!yshift=1.8; mouth frowning!yshift=2}
```

The whole resulting picture is sized according to `\twemojiDefaultHeight` (the same size the `twemojis` package uses). Within the picture all elements have a size of `36x36` (the size of the “frame”) and are anchored at `(0,0)` the upper left corner. Technically, the command creates a `TikZ` picture where all the elements (paths) are stacked above one another, the commands after `!` are directly used by the path elements.

Finding Element Names. The elements are listed in Section 3. They were gathered from the emojis listed in Table 3, but not all elements are directly available through a name. Many of the elements (e.g., normal eyes) repeat themselves regularly. I tried to get the list of named elements as small as possible.

1.1 Options for a single Element

When defining a `twemoji`, you can give every element (separated by `;`) individual `TikZ` properties. To do so use the syntax `<element's name>!<options>`. The elements are defined via `\path` and everything that is eligible there can also be put in the options (pretend that you simply add the options to the path directly, i.e.: separate them by a colon. You don't need to add a leading colon.).

The emojis themselves are defined with the coordinate `(0,0)` in the top-left corner and to a size of `36`. The size is limited, meaning if you move or scale a component out of the `36x36` frame it will be cropped or not be visible. If you don't like that limitation either wrap a `tikzpicture` around the elements and modify those elements to your liking or redefine the `\byoTwemoji` without the `\crop` inside the `tikzpicture` (see `\byoTwemoji` in Section 5).

There are some options defined by the package to make certain scenarios easier. All these commands use a “scale to” logic, meaning it is not relative but absolute. The normal size of **all** elements (regardless their size in the emoji) is `36`, so to scale to half the size use the value `18`. The positional scaling commands only work properly to scale down. The positioning does not work while scaling up; `scale to` can still be used. Figure 1 depicts the styles that can be used to scale and position an emoji's element.

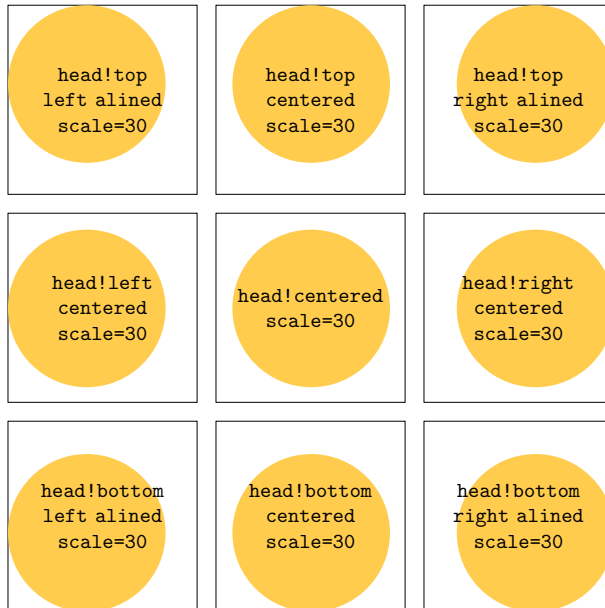




Figure 1: The styles for scaling visualized.

1.2 Options for the whole Emoji

The `<options>` argument is directly passed to the underlying `TikZ` picture. Hence, you can use everything that works there also on the emoji.

This package defines a set of colors (see Figure 2) that are given to the paths that represent the elements. This means to change the color of an element one would have to redefine the color globally (or withing a scope). As that is annoying to deal with this package defines `TikZ` parameters to define a color on a specific picture. The two possible options are `let <shortname>=<color name>` or `set <shortname>={<R>, <G>, }`. A `<shortname>` is the name of one of the colors in Figure 2 without the prefix `byoTwemoji`. The `let` variant sets `byoTwemoji<shortname>` to be an other, already defined, color. The `set` variant allows you to set `byoTwemoji<shortname>` to an arbitrary RGB value. Examples:

 is created by: `\byoTwemoji[set Yellow={254, 231, 184}]{head; eyes normal; mouth laughing}`

 is created by: `\byoTwemoji[let Yellow=byoTwemojiLightGreen]{head; eyes sick; mouth sick}`

	byoTwemojiWhite {245, 248, 250}	byoTwemojiWhiteGray {225, 232, 237}
byoTwemojiLightGray {204, 214, 221}	byoTwemojiGray {153, 170, 181}	byoTwemojiDarkGray {103, 117, 127}
	byoTwemojiBlack {41, 47, 51}	
byoTwemojiLightBrown {130, 93, 14}	byoTwemojiBrown {102, 69, 0}	
	byoTwemojiYellow {255, 204, 77}	byoTwemojiDarkYellow {252, 171, 64}
byoTwemojiLightOrange {241, 144, 32}	byoTwemojiOrange {243, 108, 36}	byoTwemojiDarkOrange {181, 80, 5}
byoTwemojiLightRed {231, 91, 112}	byoTwemojiRose {255, 120, 146}	
	byoTwemojiRed {222, 49, 70}	byoTwemojiDarkRed {218, 47, 71}
	byoTwemojiWineRed {187, 26, 52}	byoTwemojiDarkWineRed {102, 33, 19}
byoTwemojiLightBlue {189, 221, 244}	byoTwemojiBlue {93, 173, 236}	byoTwemojiDarkBlue {42, 103, 151}
byoTwemojiLightGreen {119, 175, 87}	byoTwemojiGreen {93, 143, 63}	byoTwemojiDarkGreen {62, 114, 29}
byoTwemojiLightPurple {170, 141, 216}	byoTwemojiPurple {85, 57, 134}	
	byoTwemojiShadow {0, 0, 0}	

Figure 2: Shows the colors this package defines with their name and RGB value.

2 Licenses

2.1 Emojis

The emojis and all derived graphics belong to Twitter, Inc and other contributors (Copyright 2019). They are licensed under CC-BY 4.0: <https://creativecommons.org/licenses/by/4.0/>.

Hence, attribution of the original work is needed.

Attribution. I'm no lawyer, so take this section with a grain of salt.

As the emojis themselves are licensed under CC-BY they require attribution but are open to be distributed and modified anyway you like (which makes these packages possible). I'm not sure whether the attribution in the package's source code and in this repository is enough for a file (e.g. PDF) generated with this package to be covered as well (doubt it, really).

So, I see two different possibilities to attribute the emojis in a compiled document:

1. Add attribution to the metadata of the document. For example with <https://www.ctan.org/pkg/hyperxmp> in PDF files.
2. Add attribution in the document directly (e.g. on the last page of a presentation). For example:

Emoji graphics licensed under CC-BY 4.0: <https://creativecommons.org/licenses/by/4.0/> Copyright 2019 Twitter, Inc and other contributors

I consider this option to be the safest.

2.2 LaTeX Package

The LaTeX packages are licensed under the LPPL 1.3 or later License.

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<http://www.latex-project.org/lppl.txt>





















and version 1.3 or later is part of all distributions of LaTeX version 2005/12/01 or later.



















3 List of available Elements













Element	Name	Element	Name
	bandage		blush
	censor bar		clown hair
	clown makeup		clown nose
	cold sweat		confetti
	cowboy hat		exhaling
	expression angry		expression boastful
	expression crying		expression laughing
	expression relieved		expression satisfied
	expression skeptical		expression sleepy
	expression smirking		expression thinking
	expression unamused		expression uneven
	expression weary		eyebrows angry
	eyebrows enjoying		eyebrows normal
	eyebrows skeptical		eyebrows weary
	eyebrows winking		eyebrows worried
	eyebrows worried raised		eyes closed
	eyes closed downcast		eyes closed laughing
	eyes closed laughing raised		eyes closed relaxed
	eyes disappointed		eyes hearts









Element	Name
	eyes heavy
	eyes neutral
	eyes normal
	eyes normal low small
	eyes normal small
	eyes o0
	eyes rolling
	eyes slightly smiling
	eyes slightly smiling skewed
	eyes smiling
	eyes tightly closed
	eyes wide open
	eyes winking
	eyes xx
	halo
	hands hugging
	hands shocked
	hands yawning
	head exploding

Element	Name
	eyes money
	eyes neutral closed
	eyes normal low
	eyes normal opened
	eyes normal tiny
	eyes pleading
	eyes sick
	eyes slightly smiling raised
	eyes slightly smiling wide
	eyes stars
	eyes tightly closed pupil
	eyes wide open empty
	eyes winking large
	glasses
	hands hiding mouth
	hands shh
	hands thinking
	head
	heart at mouth

Element	Name
	hearts around head
	icicles lower
	laughing tears
	mouth buckteeth
	mouth crying
	mouth frowning deep
	mouth frowning open
	mouth frowning open wide
	mouth frowning small
	mouth grimacing
	mouth half frowning
	mouth kissing
	mouth neutral
	mouth open
	mouth open sleeping
	mouth open wide dropped jaw
	mouth open wide yawning
	mouth puking
	mouth smiling
	mouth smiling large

Element	Name
	horns
	icicles upper
	mask
	mouth confounded
	mouth frowning
	mouth frowning deeply
	mouth frowning open small
	mouth frowning slightly
	mouth goofy
	mouth grinning
	mouth half frowning deep
	mouth laughing
	mouth neutral small
	mouth open oval
	mouth open wide
	mouth open wide screaming
	mouth party horn
	mouth sick
	mouth smiling high
	mouth smiling raised















Element	Name
	mouth smiling small
	mouth smirking
	mouth stuck-out tongue money
	mouth thinking
	mouth watering
	mouth zipped
	pinocchio nose
	snot
	sweat left right
	sweat upper left
	tear left
	tear stream

Element	Name
	mouth smiling tongue
	mouth stuck-out tongue
	mouth thermostat
	mouth tongue hanging-out
	mouth wavy
	party hat
	silly disguise
	sunglasses
	sweat lower left
	sweat upper right
	tear right
	tissue


















4 Examples

The “classical” emojis. These are created through this package and hence might slightly vary from the originals. These emojis were used to create the elements that are available within this package.
















Emoji Arguments for `\byoTwemoji`:

	<code>{head; eyes normal; mouth laughing}</code>
	<code>{head; eyes smiling; mouth grinning}</code>
	<code>{head; expression laughing; mouth laughing; laughing tears}</code>
	<code>{head; eyes normal opened; mouth laughing}</code>
	<code>{head; eyes closed laughing; mouth laughing}</code>
	<code>{head; eyes closed laughing; mouth laughing; sweat upper right}</code>
	<code>{head; eyes tightly closed pupil; mouth laughing}</code>
	<code>{head; eyes smiling!yshift=1.2; mouth smiling high!yshift=1.2; halo}</code>
	<code>[let Yellow=byoTwemojiLightPurple, let Brown=byoTwemojiPurple] {horns; head; eyes normal low; eyebrows angry!yshift=2.2; mouth smiling!yshift=2}</code>
	<code>{head; eyes winking; eyebrows winking; mouth smiling small}</code>
	<code>{head; blush!yshift=-3; eyes slightly smiling; mouth smiling high}</code>
	<code>{head; eyes slightly smiling wide; mouth smiling tongue}</code>
	<code>{head; expression relieved; mouth smiling small}</code>
	<code>{head; eyes hearts; mouth smiling large}</code>

















Emoji Arguments for \byoTwemoji:

	<code>{head; sunglasses; mouth smiling}</code>
	<code>{head; expression smirking; mouth smirking}</code>
	<code>{head; eyes normal!yshift=1.5; mouth neutral}</code>
	<code>{head; eyes neutral; mouth neutral}</code>
	<code>{head; expression unamused; mouth frowning}</code>
	<code>{head; eyes closed laughing; mouth frowning small; sweat upper left}</code>
	<code>{head; eyes closed downcast; mouth neutral small; eyebrows worried!yshift=1}</code>
	<code>{head; eyes normal!yshift=1.5; mouth half frowning}</code>
	<code>{head; eyes tightly closed pupil!yshift=2; eyebrows worried!yshift=1; mouth confounded}</code>
	<code>{head; eyes normal low!yshift=-4; mouth kissing}</code>
	<code>[let Shadow=byoTwemojiDarkYellow, set ShadowTransparency=.9] {head; eyes winking; eyebrows winking; mouth kissing; heart at mouth}</code>
	<code>{head; eyes smiling; mouth kissing}</code>
	<code>{head; blush; eyes closed; eyebrows normal; mouth kissing}</code>
	<code>{head; eyes normal; mouth stuck-out tongue}</code>
	<code>{head; eyes winking large; mouth stuck-out tongue}</code>
	<code>{head; eyes tightly closed pupil; mouth stuck-out tongue}</code>
	<code>{head; eyes disappointed; mouth frowning small}</code>















Emoji Arguments for \byoTwemoji:

	<code>{head; eyes normal!yshift=1.5; eyebrows worried; mouth frowning small}</code>
	<code>{head; eyes normal low!yshift=-1; eyebrows angry!yshift=1.8; mouth frowning!yshift=2}</code>
	<code>[let Yellow=byoTwemojiRed, let Brown=byoTwemojiBlack] {head; eyes normal low!yshift=-1; eyebrows angry!yshift=1.8; mouth frowning!yshift=2}</code>
	<code>{head; eyes normal!yshift=1.5; eyebrows normal; mouth frowning small; tear left}</code>
	<code>{head; eyes tightly closed; eyebrows worried!yshift=-1.8; mouth frowning open small}</code>
	<code>{head; expression boastful; mouth frowning deep; exhaling}</code>
	<code>{head; eyes normal!yshift=1.5; eyebrows worried; mouth frowning small; sweat lower left}</code>
	<code>{head; eyes normal!yshift=1.5; mouth frowning small}</code>
	<code>{head; eyes normal!yshift=1.5; eyebrows normal!yshift=-1.5; mouth frowning small}</code>
	<code>{head; cold sweat; eyes normal!yshift=1.5; eyebrows normal!yshift=-1.5; mouth frowning small!yshift=-1}</code>
	<code>{head; expression weary; mouth frowning open wide}</code>
	<code>{head; expression sleepy; mouth frowning small; snot}</code>
	<code>{head; eyes tightly closed!yshift=-2.5; eyebrows worried!yshift=-1.5; mouth frowning open}</code>
	<code>{head; eyes normal; mouth grimacing}</code>
	<code>{head; tear stream; expression crying; mouth crying}</code>

Emoji Arguments for \byoTwemoji:

	<code>{head; eyes normal; mouth open wide}</code>
	<code>{head; eyes normal; eyebrows normal!yshift=-2; mouth open}</code>
	<code>{head; cold sweat; eyes normal!yshift=1.5; eyebrows worried; mouth frowning small; sweat lower left}</code>
	<code>{head; cold sweat; hands shocked; eyes wide open empty; mouth open wide screaming}</code>
	<code>{head; eyes normal; eyebrows normal!yshift=-2; mouth open wide dropped jaw}</code>
	<code>{head; blush; eyes wide open; eyebrows normal!yshift=-2; mouth neutral small}</code>
	<code>[let Shadow=byoTwemojiDarkYellow, set ShadowTransparency=1] {head; eyes closed relaxed; mouth open sleeping; zzz}</code>
	<code>{head; eyes xx; eyebrows normal!yshift=-2; mouth open wide}</code>
	<code>{head; eyes normal!yshift=1.5;}</code>
	<code>{head; eyes heavy; mask}</code>
	<code>{head; eyes normal; mouth frowning}</code>
	<code>{head; eyes normal; mouth smiling!scale=.8,xshift=3.6,yshift=4.5}</code>
	<code>[rotate around={180:(18,18)}] {head; eyes normal; mouth smiling}</code>
	<code>{head; eyes rolling; mouth half frowning deep}</code>
	<code>{head; eyes normal; mouth zipped}</code>
	<code>{head; eyes money; mouth stuck-out tongue money}</code>

Emoji Arguments for \byoTweemoji:

	<pre>{head; eyes normal!yshift=1.5; eyebrows worried; mouth thermostat}</pre>
	<pre>{head; eyes normal small; glasses; mouth buckteeth}</pre>
	<pre>{head; expression thinking; mouth thinking; hands thinking}</pre>
	<pre>{head; bandage; eyes closed laughing; mouth frowning small}</pre>
	<pre>{head!top centered scale=32; eyes closed laughing raised; mouth smiling raised; hands hugging}</pre>
	<pre>{head!bottom centered scale=30; eyes normal low!scale=.9,xshift=1.8,yshift=1; mouth smiling!scale=.8,xshift=3.6,yshift=7.2; cowboy hat}</pre>
	<pre>[set Yellow={254, 231, 184}] {head; clown makeup; clown nose; clown hair; mouth smiling!yscale=1.2,yshift=-3,fill=byoTweemojiRed; eyes normal!yshift=-2}</pre>
	<pre>[let Yellow=byoTweemojiLightGreen] {head; eyes sick; mouth sick}</pre>
	<pre>{head; eyes closed laughing; eyebrows enjoying; mouth watering}</pre>
	<pre>{head!left centered scale=32; eyes normal!left centered scale=32,yshift=-1.2; pinocchio nose; mouth half frowning!left centered scale=32,yshift=2.2}</pre>
	<pre>{head; eyes tightly closed pupil!yshift=-.5; mouth half frowning!xshift=3.5,yshift=1; tissue}</pre>
	<pre>{head; mouth neutral; expression skeptical}</pre>
	<pre>{head; eyes stars; mouth laughing}</pre>
	<pre>{head; eyes o0; mouth goofy}</pre>

Emoji Arguments for \byoTwemoji:



```
{head; eyes normal small; eyebrows normal!yshift=-2; mouth  
open oval; hands shh}
```



```
[let Yellow=byoTwemojiRed, let Brown=byoTwemojiBlack]  
{head; expression angry; censor bar}
```



```
{head!top centered scale=34; eyes closed  
laughing!yshift=-3; hands yawning!xshift=3}
```



```
{head!top centered scale=34; eyes tightly closed pupil;  
mouth puking}
```



```
{head exploding; eyes normal low small; mouth open  
wide!yshift=3}
```



```
[let Shadow=byoTwemojiDarkYellow, set ShadowTransparency=.9]  
{head; eyes smiling!yshift=-.5; mouth smiling!yshift=-2.5;  
hearts around head}
```



```
{head; eyes slightly smiling raised; mouth open wide  
yawning; hands yawning}
```



```
{head; eyes normal; mouth smiling; tear right}
```



```
{head!bottom left alined scale=34; eyes slightly smiling  
skewed; mouth party horn; party hat; confetti}
```



```
{head; expression uneven; mouth wavy}
```



```
[let Yellow=byoTwemojiLightRed,let Brown=byoTwemojiBlack]  
{head; eyes normal!yshift=1.5; eyebrows worried; mouth  
tongue hanging-out; sweat left right}
```



```
[let Yellow=byoTwemojiBlue, let Brown=byoTwemojiDarkBlue]  
{head; eyes normal; eyebrows worried raised; mouth  
grimacing; icicles upper; icicles lower}
```



```
{head; eyes normal small; silly disguise}
```



```
{head; eyes pleading; mouth frowning slightly}
```

Emoji Arguments for \byoTwemoji:



{head; eyes normal; mouth frowning deeply}



{head; blush; expression satisfied; mouth smiling small}

5 Implementation

<code>\forElementInList</code>	This defines a list parser that splits elements at a semicolon ; and not at a colon ,. It takes two mandatory arguments, the makro to be called on an entry and the list itself. <pre>1 \DeclareListParser*\forElementInList}{;} </pre>
<code>\byoTwemojiShadowTransparency</code>	Some elements have shadows. Their opacity can be set by redefining this value. <pre>2 \newcommand*\byoTwemojiShadowTransparency}{0.1} </pre>
<code>\twemojiDefaultHeight</code>	Defines the length <code>twemojiDefaultHeight</code> if it is not already defined by the <code>twemojis</code> package. <pre>3 \makeatletter 4 \@ifpackageloaded{twemojis}{}{% 5 \newlength{twemojiDefaultHeight}% 6 \AtBeginDocument{\setlength{twemojiDefaultHeight}{\fontcharht\font‘X}}% 7 } 8 \makeatother </pre>
<code>\defineByoTwemojiElement</code>	Internal command to add a new element (as a command). <pre>\defineByoTwemojiElement {<element’s name>} {<element’s TikZ paths>} </pre> <p>The resulting command takes one optional argument, which will be directly applied to the style of all TikZ paths of the element.</p> <pre>9 \newcommand{\defineByoTwemojiElement}[2]{% 10 \expandafter\newcommand\csname byo twemoji element #1\endcsname[1][#2]% 11 } </pre>
<code>\byoTwemojiElement</code>	Takes a string of the structure <code><name>!<options></code> , where <code>name</code> is the name of the element and <code>options</code> are the <code>TikZoptions</code> that should be applied to the element. <pre>12 \newcommand{\byoTwemojiElement}[1]{% 13 \StrCut{#1}{!}{\scName}{\scOptions}% 14 \csname byo twemoji element \scName\endcsname[\scOptions]% 15 } </pre>
<code>\byoTwemoji</code>	Create a TikZ picture with all the elements stacked above one another (separated by ;). The picture is the size of <code>twemojiDefaultHeight</code> . <pre>\byoTwemoji [<options>] {<elements>} 16 \newcommand{\byoTwemoji}[2][{}]{% 17 \resizebox{twemojiDefaultHeight}{twemojiDefaultHeight}{% 18 \begin{tikzpicture}[y=0.80pt, x=0.80pt, yscale=-1, #1]% 19 \clip (0,0) rectangle (36,36);% 20 \forElementInList{\byoTwemojiElement}{#2}% 21 \end{tikzpicture}% 22 }% 23 } </pre>
<code>byoTwemoji Colors</code>	This globally defines the colors used by the original <code>twemojis</code> . All colors are prefixed with <code>byoTwemoji</code> followed by a CamelCased color name.

```

24 \definecolor{byoTwemojiWhite}{RGB}{245,248,250}
25 \definecolor{byoTwemojiWhiteGray}{RGB}{225,232,237}
26 \definecolor{byoTwemojiLightGray}{RGB}{204,214,221}
27 \definecolor{byoTwemojiGray}{RGB}{153,170,181}
28 \definecolor{byoTwemojiDarkGray}{RGB}{103,117,127}
29 \definecolor{byoTwemojiBlack}{RGB}{41,47,51}
30 \definecolor{byoTwemojiLightBrown}{RGB}{130,93,14}
31 \definecolor{byoTwemojiBrown}{RGB}{102,69,0}
32 \definecolor{byoTwemojiYellow}{RGB}{255,204,77}
33 \definecolor{byoTwemojiDarkYellow}{RGB}{252,171,64}
34 \definecolor{byoTwemojiLightOrange}{RGB}{241,144,32}
35 \definecolor{byoTwemojiOrange}{RGB}{243,108,36}
36 \definecolor{byoTwemojiDarkOrange}{RGB}{181,80,5}
37 \definecolor{byoTwemojiLightRose}{RGB}{244,171,186}
38 \definecolor{byoTwemojiRose}{RGB}{255,120,146}
39 \definecolor{byoTwemojiLightRed}{RGB}{231,91,112}
40 \definecolor{byoTwemojiRed}{RGB}{222,49,70}
41 \definecolor{byoTwemojiDarkRed}{RGB}{218,47,71}
42 \definecolor{byoTwemojiWineRed}{RGB}{187,26,52}
43 \definecolor{byoTwemojiDarkWineRed}{RGB}{102,33,19}
44 \definecolor{byoTwemojiLightBlue}{RGB}{189,221,244}
45 \definecolor{byoTwemojiBlue}{RGB}{93,173,236}
46 \definecolor{byoTwemojiDarkBlue}{RGB}{42,103,151}
47 \definecolor{byoTwemojiLightGreen}{RGB}{119,175,87}
48 \definecolor{byoTwemojiGreen}{RGB}{93,143,63}
49 \definecolor{byoTwemojiDarkGreen}{RGB}{62,114,29}
50 \definecolor{byoTwemojiLightPurple}{RGB}{170,141,216}
51 \definecolor{byoTwemojiPurple}{RGB}{85,57,134}
52 \definecolor{byoTwemojiShadow}{RGB}{0,0,0}

```

TikZ options This defines a number of TikZ options to be used either on the whole TikZ picture (optional parameter of `\byoTwemoji`), or on a single element (after the `!`). To be used on the whole picture:

```

53 \tikzset{
54   let White/.code={\colorlet{byoTwemojiWhite}{#1}},
55   let WhiteGray/.code={\colorlet{byoTwemojiWhiteGray}{#1}},
56   let LightGray/.code={\colorlet{byoTwemojiLightGray}{#1}},
57   let Gray/.code={\colorlet{byoTwemojiGray}{#1}},
58   let DarkGray/.code={\colorlet{byoTwemojiDarkGray}{#1}},
59   let Black/.code={\colorlet{byoTwemojiBlack}{#1}},
60   let LightBrown/.code={\colorlet{byoTwemojiLightBrown}{#1}},
61   let Brown/.code={\colorlet{byoTwemojiBrown}{#1}},
62   let Yellow/.code={\colorlet{byoTwemojiYellow}{#1}},
63   let DarkYellow/.code={\colorlet{byoTwemojiDarkYellow}{#1}},
64   let LightOrange/.code={\colorlet{byoTwemojiLightOrange}{#1}},
65   let Orange/.code={\colorlet{byoTwemojiOrange}{#1}},
66   let DarkOrange/.code={\colorlet{byoTwemojiDarkOrange}{#1}},
67   let LightRose/.code={\colorlet{byoTwemojiLightRose}{#1}},
68   let Rose/.code={\colorlet{byoTwemojiRose}{#1}},
69   let LightRed/.code={\colorlet{byoTwemojiLightRed}{#1}},

```

```

70 let Red/.code={\colorlet{byoTwemojiRed}{#1}},
71 let DarkRed/.code={\colorlet{byoTwemojiDarkRed}{#1}},
72 let WineRed/.code={\colorlet{byoTwemojiWineRed}{#1}},
73 let DarkWineRed/.code={\colorlet{byoTwemojiDarkWineRed}{#1}},
74 let LightBlue/.code={\colorlet{byoTwemojiLightBlue}{#1}},
75 let Blue/.code={\colorlet{byoTwemojiBlue}{#1}},
76 let DarkBlue/.code={\colorlet{byoTwemojiDarkBlue}{#1}},
77 let LightGreen/.code={\colorlet{byoTwemojiLightGreen}{#1}},
78 let Green/.code={\colorlet{byoTwemojiGreen}{#1}},
79 let DarkGreen/.code={\colorlet{byoTwemojiDarkGreen}{#1}},
80 let LightPurple/.code={\colorlet{byoTwemojiLightPurple}{#1}},
81 let Purple/.code={\colorlet{byoTwemojiPurple}{#1}},
82 let Shadow/.code={\colorlet{byoTwemojiShadow}{#1}},
83 set White/.code={\definecolor{byoTwemojiWhite}{RGB}{#1}},
84 set WhiteGray/.code={\definecolor{byoTwemojiWhiteGray}{RGB}{#1}},
85 set LightGray/.code={\definecolor{byoTwemojiLightGray}{RGB}{#1}},
86 set Gray/.code={\definecolor{byoTwemojiGray}{RGB}{#1}},
87 set DarkGray/.code={\definecolor{byoTwemojiDarkGray}{RGB}{#1}},
88 set Black/.code={\definecolor{byoTwemojiBlack}{RGB}{#1}},
89 set LightBrown/.code={\definecolor{byoTwemojiLightBrown}{RGB}{#1}},
90 set Brown/.code={\definecolor{byoTwemojiBrown}{RGB}{#1}},
91 set Yellow/.code={\definecolor{byoTwemojiYellow}{RGB}{#1}},
92 set DarkYellow/.code={\definecolor{byoTwemojiDarkYellow}{RGB}{#1}},
93 set LightOrange/.code={\definecolor{byoTwemojiLightOrange}{RGB}{#1}},
94 set Orange/.code={\definecolor{byoTwemojiOrange}{RGB}{#1}},
95 set DarkOrange/.code={\definecolor{byoTwemojiDarkOrange}{RGB}{#1}},
96 set LightRose/.code={\definecolor{byoTwemojiLightRose}{RGB}{#1}},
97 set Rose/.code={\definecolor{byoTwemojiRose}{RGB}{#1}},
98 set LightRed/.code={\definecolor{byoTwemojiLightRed}{RGB}{#1}},
99 set Red/.code={\definecolor{byoTwemojiRed}{RGB}{#1}},
100 set DarkRed/.code={\definecolor{byoTwemojiDarkRed}{RGB}{#1}},
101 set WineRed/.code={\definecolor{byoTwemojiWineRed}{RGB}{#1}},
102 set DarkWineRed/.code={\definecolor{byoTwemojiDarkWineRed}{RGB}{#1}},
103 set LightBlue/.code={\definecolor{byoTwemojiLightBlue}{RGB}{#1}},
104 set Blue/.code={\definecolor{byoTwemojiBlue}{RGB}{#1}},
105 set DarkBlue/.code={\definecolor{byoTwemojiDarkBlue}{RGB}{#1}},
106 set LightGreen/.code={\definecolor{byoTwemojiLightGreen}{RGB}{#1}},
107 set Green/.code={\definecolor{byoTwemojiGreen}{RGB}{#1}},
108 set DarkGreen/.code={\definecolor{byoTwemojiDarkGreen}{RGB}{#1}},
109 set LightPurple/.code={\definecolor{byoTwemojiLightPurple}{RGB}{#1}},
110 set Purple/.code={\definecolor{byoTwemojiPurple}{RGB}{#1}},
111 set Shadow/.code={\definecolor{byoTwemojiShadow}{RGB}{#1}},
112 set ShadowTransparency/.code={\renewcommand*{\byoTwemojiShadowTransparency}{#1}},

```

To be used on an element:

```

113 scale to/.style={scale={#1/36}},
114 center/.style={center x={#1},center y={#1}},
115 center x/.style={xshift={(36-#1)/2}},
116 center y/.style={yshift={(36-#1)/2}},
117 align top/.style={yshift={0}},

```

```

118 align right/.style={xshift={36-#1}},
119 align bottom/.style={yshift={36-#1}},
120 align left/.style={xshift={0}},
121 centered scale/.style={scale to={#1},center={#1}},
122 top left alined scale/.style={scale to={#1},align top,align left},
123 top centered scale/.style={scale to={#1},align top,center x={#1}},
124 top right alined scale/.style={scale to={#1},align top,align right={#1}},
125 right centered scale/.style={scale to={#1},align right={#1}, center y={#1}},
126 bottom right alined scale/.style={scale to={#1},align bottom={#1}, align right={#1}},
127 bottom centered scale/.style={scale to={#1},align bottom={#1},center x={#1}},
128 bottom left alined scale/.style={scale to={#1},align bottom={#1},align left},
129 left centered scale/.style={scale to={#1},align left,center y={#1}},
130 dynamic style/.code={\tikzset{#1}}
131 }

```