50 Group BaseSymbols

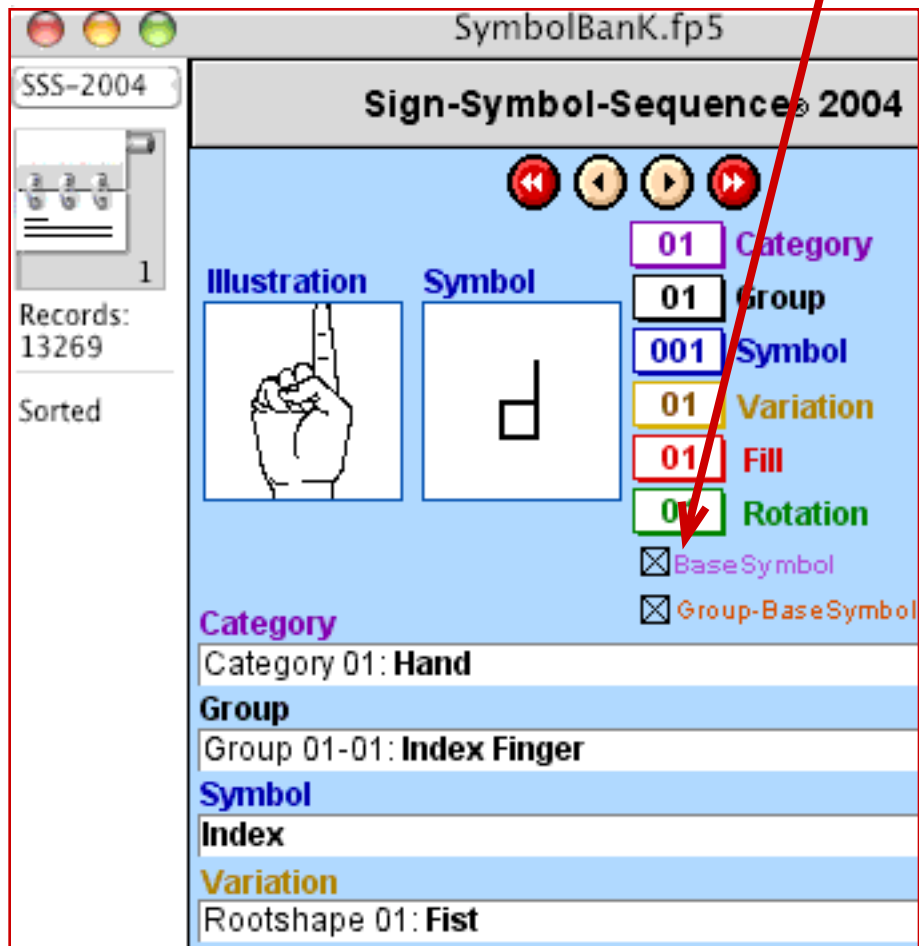## Symbols That Represent The Groups of the SSS

BaseSymbols
Symbols That Represent Symbols

What is a BaseSymbol?

Most symbols have several rotations. A BaseSymbol is one rotation, chosen to represent a symbol, when the symbol is listed in the SSS. BaseSymbols are used to skim through the SSS quickly, so it is important that it is the easiest to read, out of all the other rotations. BaseSymbols for hands are either Fill02-Rotation01 or Fill02-Rotation03. BaseSymbols for other categories do not follow rules. You can search for BaseSymbols in SymbolBank. They are marked with a checkbox:
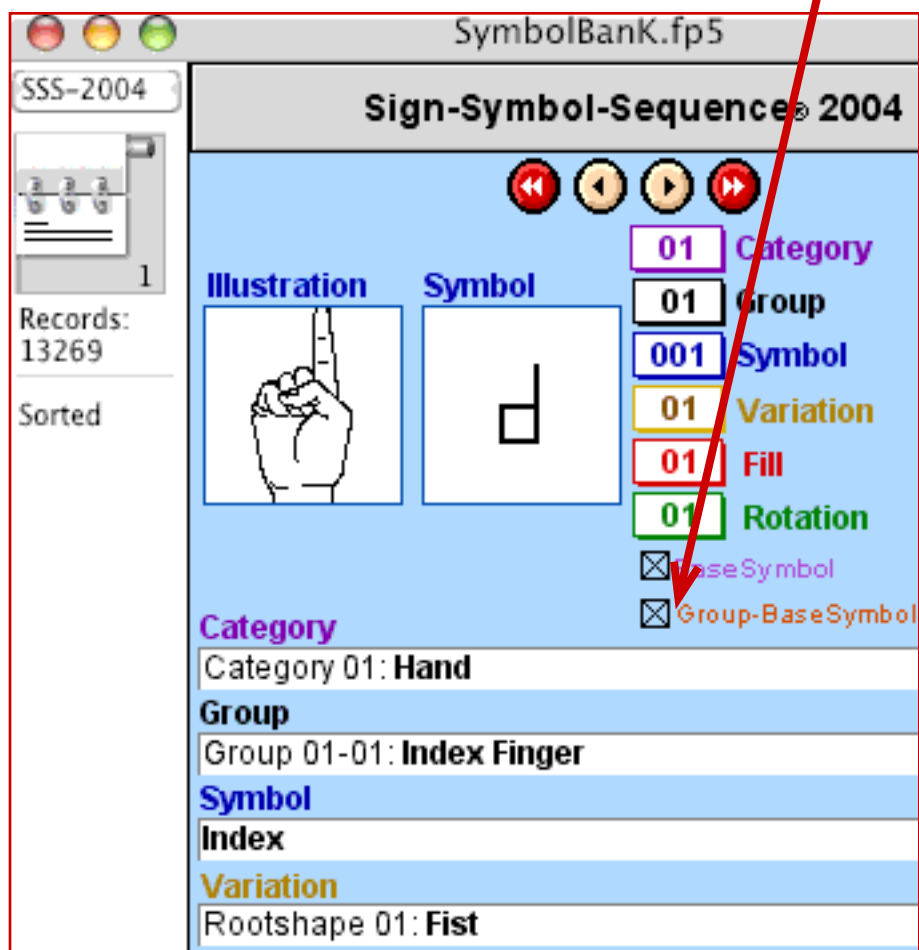
# Group BaseSymbols
Symbols That Represent Groups

What is a Group BaseSymbol?

A Group BaseSymbol is a BaseSymbol chosen to represent an entire group of symbols. There are 50 Symbol Groups, and 50 Group BaseSymbols representing them. Group BaseSymbols for hands are always the first BaseSymbol in the group, and are always Fill01-Rotation01. Other categories do not follow rules. You can search for Group BaseSymbols in SymbolBank. They are marked with a checkbox:

Group BaseSymbols 01-10
Hands

1

Group 01-01: **Index Finger**

01	01	001	01	01	01

2

Group 01-02: **Index Middle Fingers**

01	02	001	01	01	01

3

Group 01-03: **Thumb Index Middle Fingers**

01	03	001	01	01	01

4

Group 01-04: **Four Fingers**

01	04	001	01	01	01

5

Group 01-05: **Five Fingers**

01	05	001	01	01	01

6

Group 01-06: **Baby Finger**

01	06	001	02	01	01

7

Group 01-07: **Ring Finger**

01	07	001	02	01	01

8

Group 01-08: **Middle Finger**

01	08	001	02	01	01

9

Group 01-09: **Index Thumb**

01	09	001	02	01	01

10

Group 01-10: **Thumb**

01	10	001	01	01	01

Group BaseSymbols 11-20
Movement

11	✳	Group 02-01: **Contact**

	02	01	001	01	01	01

12	●	Group 02-02: **Finger Movement**

	02	02	001	01	01	01

13	⇑	Group 02-03: **Straight Wall Plane**

	02	03	001	01	01	01

14	⧘	Group 02-04: **Straight Diagonal Plane**

	02	04	001	01	01	01

15	↑	Group 02-05: **Straight Floor Plane**

	02	05	001	01	01	01

16	⤵	Group 02-06: **Curve Parallel Wall Plane**

	02	06	001	01	01	01

17	⤳	Group 02-07: **Curve Hits Wall Plane**

	02	07	001	01	01	01

18	↱	Group 02-08: **Curve Hits Floor Plane**

	02	08	001	01	01	01

19	↰	Group 02-09: **Curve Parallel Floor Plane**

	02	09	001	01	01	01

20	⟲	Group 02-10: **Circular Movement**

	02	10	001	01	01	01

Group BaseSymbols 21-30
Face

21

Group 03-01: **Brow**

| 03 | 01 | 001 | 01 | 01 | 02 |

22

Group 03-02: **Eyes**

| 03 | 02 | 001 | 01 | 01 | 01 |

23

Group 03-03: **Eyegaze**

| 03 | 03 | 001 | 01 | 01 | 01 |

24

Group 03-04: **Cheeks Ears**

| 03 | 04 | 001 | 01 | 01 | 01 |

25

Group 03-05: **Nose Breathing**

| 03 | 05 | 001 | 01 | 01 | 01 |

26

Group 03-06: **Mouth**

| 03 | 06 | 001 | 01 | 01 | 01 |

27

Group 03-07: **Tongue**

| 03 | 07 | 001 | 01 | 01 | 01 |

28

Group 03-08: **Teeth**

| 03 | 08 | 001 | 01 | 01 | 01 |

29

Group 03-09: **Chin Jaw**

| 03 | 09 | 001 | 01 | 01 | 01 |

30

Group 03-10: **Neck Hair Emotions**

| 03 | 10 | 001 | 01 | 01 | 01 |

Group BaseSymbols 31-40
Head & Torso

| 31 | Group 04-01: **Head Viewpoints** | 04 | 01 | 001 | 01 | 01 | 01 |

| 32 | Group 04-02: **Head Location** | 04 | 02 | 001 | 01 | 01 | 01 |

| 33 | Group 04-03: **Head Move Wall Plane** | 04 | 03 | 001 | 01 | 01 | 01 |

| 34 | Group 04-04: **Head Move Floor Plane** | 04 | 04 | 001 | 01 | 01 | 01 |

| 35 | Group 04-05: **Head Positions** | 04 | 05 | 001 | 01 | 01 | 01 |

| 36 | Group 05-01: **ShoulderHip Viewpoints** | 05 | 01 | 001 | 01 | 01 | 01 |

| 37 | Group 05-02: **ShoulderHip Positions** | 05 | 02 | 001 | 01 | 01 | 01 |

| 38 | Group 05-03: **Upper Body Location** | 05 | 03 | 002 | 01 | 03 | 01 |

| 39 | Group 05-04: **ShoulderHip Movement** | 05 | 04 | 001 | 01 | 01 | 01 |

| 40 | Group 05-05: **Torso Movement** | 05 | 05 | 002 | 01 | 01 | 01 |
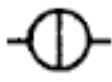
Group BaseSymbols 41-50
FullBody, Space & Punctuation

41 — Group 06-01: **Limbs**

06	01	001	01	01	01

42 — Group 06-02: **FullBody Movement**

06	02	002	01	01	01

43 — Group 07-01: **HWD Location**

07	01	001	01	01	07

44 — Group 07-02: **Plane Location**

07	02	002	01	01	01

45 — Group 07-03: **3D Location**

07	03	001	01	01	01

46 — Group 07-04: **Room Location**

07	04	001	01	01	01

47 — Group 08-01: **Dynamics**

08	01	001	01	01	01

48 — Group 08-02: **Timing**

08	02	001	01	01	01

49 — Group 08-03: **Scoring**

08	03	001	01	01	01

50 — Group 08-04: **Punctuation**

08	04	001	01	01	01