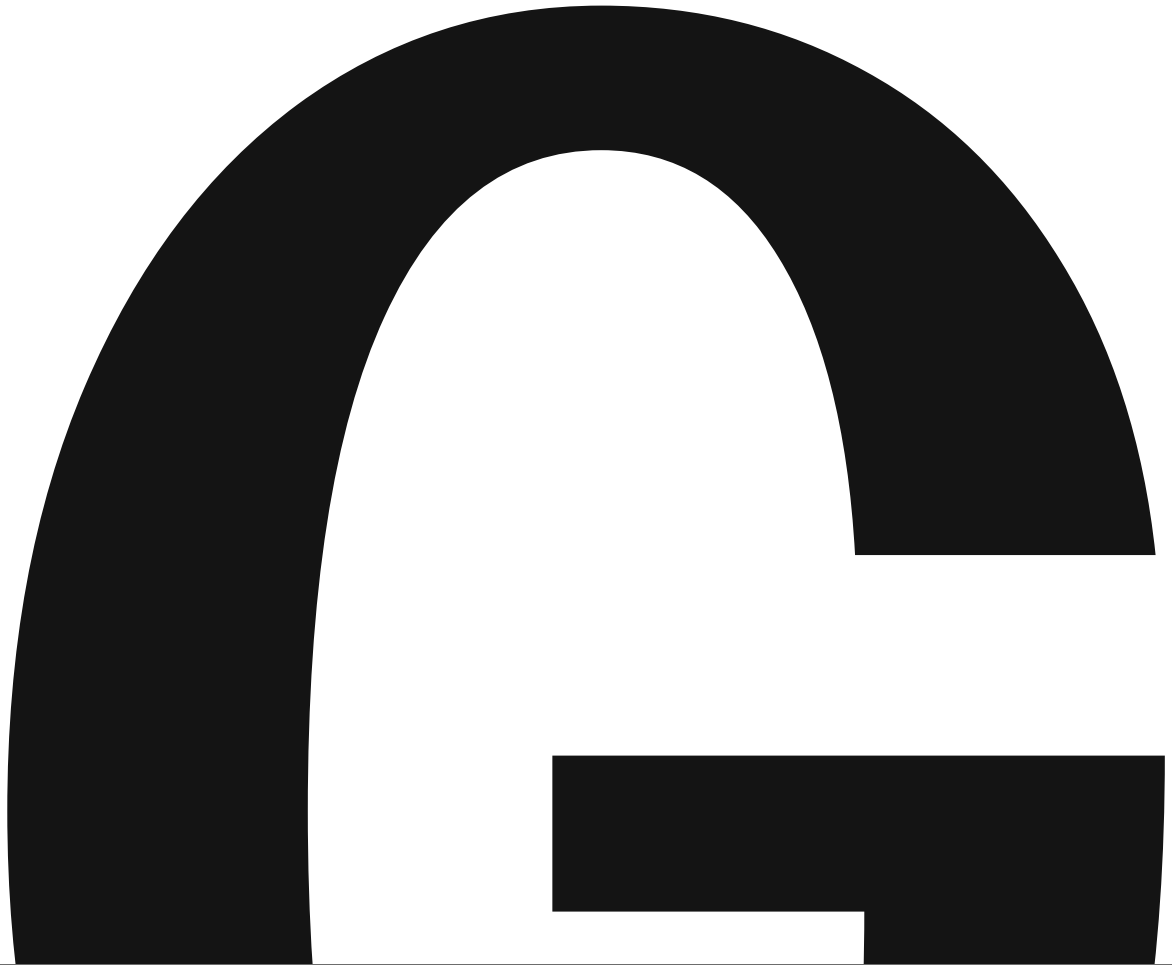


2026

TT Glips

Introducing the new TT Glips—a trendy typeface with a talent for misdirection!

TT Glips is an experimental typeface that came out of the TypeType Creative Lab. It began with two conditions the designer had to reconcile within the experiment: "mono" and "rounded, soft forms". The result is a monospaced sans serif with a handmade feel.

High contrast is one of the hallmarks of the design, a consequence of forms borrowed from italics. At small sizes, the monospaced proportions can make the typeface look mechanical and technological. That's an illusion: as the size grows, rounded details and soft forms begin to come through, revealing the true Humanist nature of TT Glips.

Stylistic sets can transform the way the typeface looks—making it simpler and more geometric, or conversely more elegant; narrowing the space and the em-space of the punctuation marks, or enlarging those marks instead. We've also added old-style figures and some beautiful ligatures.

For all its unusual character, TT Glips is remarkably versatile. It works well in website and app interfaces, comes into its own on a poster for a rave, and would make an intriguing addition to the brand identity of an electronic instrument maker.

```
procedure fizzbuzz;
  for i := 1 to 100 do
    print_number := true;
  if i is divisible by 3 then begin
    print "Fizz";
    print_number := false;
  end;
  if i is divisible by 5 then begin
    print "Buzz";
    print_number := false;
  end;
  if print_number, print i;
  print a newline;
end
```

TT Glips
Regular 80 pt

TT Glips includes:

- 1 font style
- 981 characters
- 28 OpenType features
- 230+ languages




```
fizzbuzz() {
  for (i = 1; i <= 100; i++) {
    print_number = true;
    if (i is divisible by 3) {
      print "Fizz";
      print_number = false;
    }
    if (i is divisible by 5) {
      print "Buzz";
      print_number = false;
    }
    if (print_number) print i;
    print a newline;
  }
}
```

BASIC CHARACTERS

ABCDEFGHI
JKLMNOPQR
STUVWXYZ
abcdefghi
jklmnopqr
stuvwxyz
0123456789

TT Glips
Regular 80 pt

BASIC CYRILLIC

АБВГДЕЁЖЗИЙ
КЛМНОПРСТУФ
ХЦЧШЩЪЫЬЭЮЯ
абвгдеёжзи
йклмнопрс
туфхцчшщ
ъыьэюя

TT Glips
Regular 80 pt

BASIC GLYPHS

Development programs...

STYLISTIC ALTERNATES

Development programs...

TT Glips
Regular 80 pt

48 PT

Computer science

24 PT

Pseudocode is a description of the steps in an algorithm using a mix of conventions of programming languages.

18 PT

Although pseudocode shares features with regular programming languages, it is intended for human reading rather than machine control. Languages such as HAGGIS bridge the gap between pseudocode.

12 PT

Pseudocode is commonly used in textbooks and scientific publications related to computer science and numerical computation to describe algorithms in a way that is accessible to programmers regardless of their familiarity with specific programming languages. Textbooks often include an introduction explaining the conventions in use.

8 PT

Programmers frequently begin implementing an unfamiliar algorithm by drafting it in pseudocode, then translating it into a programming language while adapting it to fit the larger program. This top-down structuring approach often starts with a pseudocode sketch refined into executable code. Pseudocode is also used in standardization; for example, the MPEG standards rely on formal C-like pseudocode, these standards cannot be understood without grasping the details of the code.

TT Glips
Regular

TT Glips supports more than 230 languages.

CYRILLIC

Russian, Belarusian, Bosnian, Bulgarian, Macedonian, Serbian, Ukrainian, Kazakh, Kirghiz, Tadzhik, Turkmen, Uzbek, Lezgian, Abazin, Agul, Archi, Avar, Dargwa, Ingush, Kabardian, Kabardino-Cherkess, Karachay-Balkar, Khvarshi, Kumyk, Lak, Nogai, Rutul, Tabasaran, Tsakhur, Buryat, Siberian Tatar, Tofalar, Touva, Bashkir, Chechen, Chuvash, Erzya, Kryashen Tatar, Mordvin-moksha, Tatar Volgaic, Uighur, Rusyn, Montenegrin, Romani, Dungan, Karakalpak, Shughni, Mongolian, Adyghe, Kalmyk

LATIN

English, Albanian, Basque, Catalan, Croatian, Czech, Danish, Dutch, Estonian, Finnish, French, German, Hungarian, Icelandic, Irish, Italian, Latvian, Lithuanian, Luxembourgish, Maltese, Moldavian, Montenegrin, Norwegian, Polish, Portuguese, Romanian, Serbian, Slovak, Slovenian, Spanish, Swedish, Swiss German, Valencian, Azerbaijani, Kazakh, Turkish, Uzbek, Acehnese, Banjar, Betawi, Bislama, Boholano, Cebuano, Chamorro, Fijian, Filipino, Hiri Motu, Ilocano, Indonesian, Javanese, Khasi, Malay, Marshallese, Minangkabau, Nauruan, Nias, Palauan, Rohingya, Salar, Samoan, Sasak, Sundanese, Tagalog, Tahitian, Tetum, Tok Pisin, Tongan+, Uyghur, Afar, Asu, Aymara, Bemba, Bena, Chichewa, Chiga, Embu, Gikuyu, Gusii, Jola-Fonyi, Kabuverdianu, Kalenjin, Kamba, Kikuyu, Kinyarwanda, Kirundi, Kongo, Luba-Kasai, Luganda, Luo, Luyia, Machame, Makhuwa-Meetto, Makonde, Malagasy, Mauritian Creole, Meru, Morisyen, Ndebele, Nyankole, Oromo, Rombo, Rundi, Rwa, Samburu, Sango, Sangu, Sena, Seychellois Creole, Shambala, Shona, Soga, Somali, Sotho, Swahili, Swazi, Taita, Teso, Tsonga, Tswana, Vunjo, Wolof, Xhosa, Zulu, Ganda, Maori, Alsatian, Aragonese, Arumanian, Asturian, Belarusian, Bosnian, Breton, Bulgarian, Colognian, Cornish, Corsican, Esperanto, Faroese, Frisian, Friulian, Gaelic, Gagauz, Galician, Interlingua, Judaeo-Spanish, Karaim, Kashubian, Ladin, Leonese, Manx, Occitan, Rheto-Romance, Romansh, Scots, Silesian, Sorbian, Vastese, Volapük, Võro, Walloon, Walser, Welsh, Karakalpak, Kurdish, Talysh, Tsakhur, Turkmen, Zaza, Aleut, Cree, Haitian Creole, Hawaiian, Innu-aimun, Lakota, Karachay-Balkar, Karelian, Livvi-Karelian, Ludic, Tatar, Vepsian, Guarani, Nahuatl, Quechua

şùppôrtś
mānӳ
fŏrĕigñ
lăṇguåģęs

TT Glips
Regular 100 pt

FRENCH

L'informatique est l'étude du calcul, de l'information et de l'automatisation, ainsi que des phénomènes qui y sont associés. Relevant au sens large des sciences, l'informatique couvre aussi bien les disciplines théoriques que les disciplines appliquées (notam-

SWEDISH

Datavetenskap är läran om beräkningar, information och automatisering samt de fenomen som är förknippade med dessa. Datavetenskapen ingår i vid bemärkelse i naturvetenskapen och spänner över såväl teoretiska som tillämpade discipliner (bland annat utformning och

BULGARIAN

Информатиката е науката, която се занимава с изчисленията, информацията и автоматизацията, както и със свързаните с тях явления. Като част от широкия спектър на науките, информатиката обхваща както теоретични, така и приложни дисциплини (включително проектирането

TURKISH

Bilgisayar bilimi, hesaplama, bilgi ve otomasyonun yanı sıra bunlarla ilişkili olguların incelenmesidir. Geniş anlamda bilim dalları arasında yer alan bilgisayar bilimi, teorik disiplinlerden uygulamalı disiplinlere (donanım ve yazılımın tasarımı ve uygulaması

PORTUGUESE

A ciência da computação é o estudo da computação, da informação e da automatização, bem como dos fenómenos a elas associados. Enquadrada, em termos gerais, no âmbito das ciências, a ciência da computação abrange desde disciplinas teóricas até disciplinas

DANISH

Datavidenskab er studiet af beregninger, information og automatisering samt de fænomener, der er forbundet hermed. Datavidenskab hører bredt set under naturvidenskaberne og spænder fra teoretiske discipliner til anvendte discipliner (herunder design

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g
h i j k l m n o p q r s t u v w x y z Á Ă Ắ Â Ä À Ā Ą Å Ǻ Ã Æ Ǽ Ć
Č Ç Ĉ Ċ Đ Ď Đ DZ DŽ Dz Dž É Ě Ế Ê Ë Ė È Ē Ę Ẽ Ə Ǵ Ğ Ǧ Ĝ Ģ Ġ Ħ Ȟ Ĥ
Ḧ Ḥ Í Ǐ Î Ï İ Ì Ī Į Ĩ IJ ÍJ Ĵ Ḱ Ķ Ĺ Ľ Ļ Ŀ Ł Ḷ LJ Lj Ḿ Ń Ň Ņ Ñ NJ
Nj Ŋ Ó Ŏ Ô Ö Ò Ő Ō Õ Ø Ǿ Œ Ṕ Þ Ŕ Ř Ŗ Ś Š Ş Ŝ Ș ß Ŧ Ť Ţ Ț Ú Ʉ Ŭ Ǔ
Û Ü Ù Ű Ū Ų Ũ Ů Ẃ Ŵ Ẅ Ẁ Ẍ Ý Ŷ Ÿ Ỳ Ȳ Ỹ Ź Ž Ż á ă ắ â ä à ā ą å ǻ ã
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ù ú ū ų ũ ů ẃ ŵ ẅ ẁ ẍ ý ŷ ÿ ỳ ȳ ỹ ź ž ż ff ffi ffl fi ffj fj ffg fg ffl fl ffi
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Ẃ Ŵ Ẅ Ẁ Y Ý Ŷ Ÿ Ỳ Ȳ Ỹ Z Ź Ž Ż dz dž k ḱ ķ l Ĺ ľ ļ ŀ ļ lj ł z ź ž
ż IJ ÍJ ɟ ĵ LJ Lj NJ Nj NJ Nj a á ă ắ â ä à ā ą å ǻ ã æ ǽ ƒ g ǵ ğ
ǧ ĝ ģ ġ iȷ íȷ ɟ ȷ ĵ ķ ḱ ķ lȷ lȷ nȷ ʇ ʇ ʇ ʇ ყ ý ŷ ÿ ỳ ȳ ỹ ɑ á ă ắ â
ä à ā ą å ǻ ã А Б В Г Д Е Ё Ж З И Й К Л М Н О П Р С Т У Ф Х Ц Ч Ш
Щ Ъ Ы Ь Э Ю Я Ѓ Ґ Ќ Є S I Ї J Љ Њ Ћ Ђ Ў Џ а б в г д е ё ж з и й к
л м н о п р с т у ф х ц ч ш щ ъ ы ь э ю я ѓ ґ ќ є s i ї j љ њ ћ ђ
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Й Ӥ Ӣ К Ќ Қ Ҡ М У Ў Ӯ Ӯ Ү Ұ Ц Щ Ы Ӹ ж ӂ к ќ қ ҡ м ц щ ы ӹ ԁ ɑ ă ɵ
л у ў ӯ ӯ ф ԁ љ ɑ ă Д Л Ф ɵ ԍ ж з k л ю б ԍ Д Л ж k л 0 1 2 3 4 5
6 7 8 9 4 ɵ 1 2 3 4 5 6 7 8 9 4 ª ª ɑ º 0 1 2 3 4 5 6 7 8 9 4 ₀ ₁
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: ⁝ : : ⁝ ; ; ; ! ! ¡ ¡ ? ? ¿ ¿ * ' " , „ ‘ ’ “ ” , „ ‘ ’ “ ” ‹ ›
« » • • • - – — _ ( ) [ ] { } | ¦ † ‡ / \ # № & ﹠ § ¶ © ® ™ @ · ·
• ¡ ⁞ ¿ ⁞ ‹ › « » • • • - – — ( ) [ ] { } @ ₿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₪
₸ ₮ ₩ ¥ ƒ ¤ − + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ − + < > ≤ ≥ = ≠ ~ ≈ ¬ ± ×
÷ % ‰ µ ^ ° ↑ ↗ → ↘ ↓ ↙ ← ↖ ↔ ↕ ’ ‘ ’ ‘ ¨ ¨ · · ` ` ´ ´ ˝ ˝ ^ ^ ˇ
ˊ ˇ ˘ ˘ ˘ ˘ ˚ ° ˚ ° ~ ~ ˍ ¯ ‘ ¨ · ` ´ ˝ ^ ˇ ˘ ° ~ ˍ
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TT Glips
Regular 14 pt

1 2 8 ₹ ₯ õ ﬀ ﬂ ¼ ⅕ { kыж } ŗ ỹ 8 ŧ

TT Glips
Regular 198 pt

LATIN UPPERCASE
ABCDEFGHIJKLMNOPQRSTUVWXYZ

LATIN LOWERCASE
abcdefghijklmnopqrstuvwxyz

FIGURES
0123456789 0123456789

CYRILLIC UPPERCASE
АБВГДЕЁЖЗИЙКЛМНОПРСТУФХЦ
ЧШЩЪЫЬЭЮЯЄҐЃЂЋЊЏЌЎЈІЇЅ

CYRILLIC LOWERCASE
абвгдеёжзийклмнопрстуфхц
чшщъыьэюяєґѓђћљњџќўјіїѕ

EXTENDED LATIN
Á Ă Ắ Â Ä À Ā Ą Å Ǻ Ã Æ Ǽ Ć Č Ç Ĉ Ċ Ð Ď Đ DZ DŽ Dz Dž
É Ě Ĕ Ê Ë Ė È Ē Ę Ẽ Ə Ǵ Ğ Ǧ Ĝ Ģ Ġ Ħ Ȟ Ĥ Ḧ Ḥ Í Ǐ Î Ï İ Ì
Ī Į Ĩ IJ Ĳ Ĵ Ķ Ķ Ĺ Ľ Ļ Ŀ Ł Ļ LJ Lj Ḿ Ń Ň Ņ Ñ NJ Nj Ŋ
Ó Ǒ Ô Ö Ò Ő Ō Õ Ø Ǿ Œ Ṕ Þ Ŕ Ř Ŗ Ś Š Ş Ŝ Ș ß Ŧ Ť Ţ Ț Ú Ʉ
Ǔ Ŭ Û Ü Ù Ű Ū Ų Ů Ũ Ẃ Ŵ Ẅ Ẁ Ẍ Ý Ŷ Ÿ Ỳ Ȳ Ỹ Ź Ž Ż á ă ắ â
ä à ā ą å ǻ ã æ ǽ ć č ç ĉ ċ ð ď đ dz dž é ě ĕ ê ë ė è ē
ę ẽ ə ǵ ğ ǧ ĝ ģ ġ ħ ȟ ĥ ḧ ḥ ı í ǐ î ï i ì ī į ĩ ij ĳ ĵ ȷ
ķ ķ ĺ ľ ļ ŀ ł ļ lj ḿ ń ň ņ ñ nj ŋ ó ǒ ô ö ò ő ō õ ø ǿ
œ ṕ þ ŕ ř ŗ ś š ş ŝ ș ß ŧ ť ţ ț ú ʉ ǔ ŭ û ü ù ű ū ų ů ũ
ẃ ŵ ẅ ẁ ẍ ý ŷ ÿ ỳ ȳ ỹ ź ž ż

EXTENDED CYRILLIC
Ă Ғ Ғ Ě È Ӂ Ҙ Ҙ Ӥ Й Ӣ І Ӄ Ҡ Ӈ Ӧ Ө Ə Ҫ Ç Ӷ Ӯ Ү Ұ Ҳ Ҷ Ҥ Ӌ Ӟ
ă ғ ғ ě è ӂ ҙ ҙ ù ū ɪ ӄ ҡ ӈ ӧ ө ə ҫ ç ӷ ӯ ү ұ ҳ ҷ ҥ ӌ ӟ

PUNCTUATION
· . … , : ; ! ¡ ? ¿ * ' " , „ ‘ ’ “ ” ‹ › « » • - – — _
( ) [ ] { } | ¦ † ‡ / \ # № & § ¶ © ® ™ @ ª º

MATH SYMBOLS
− + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ % ‰ µ ^ ° ⁄ ⅟

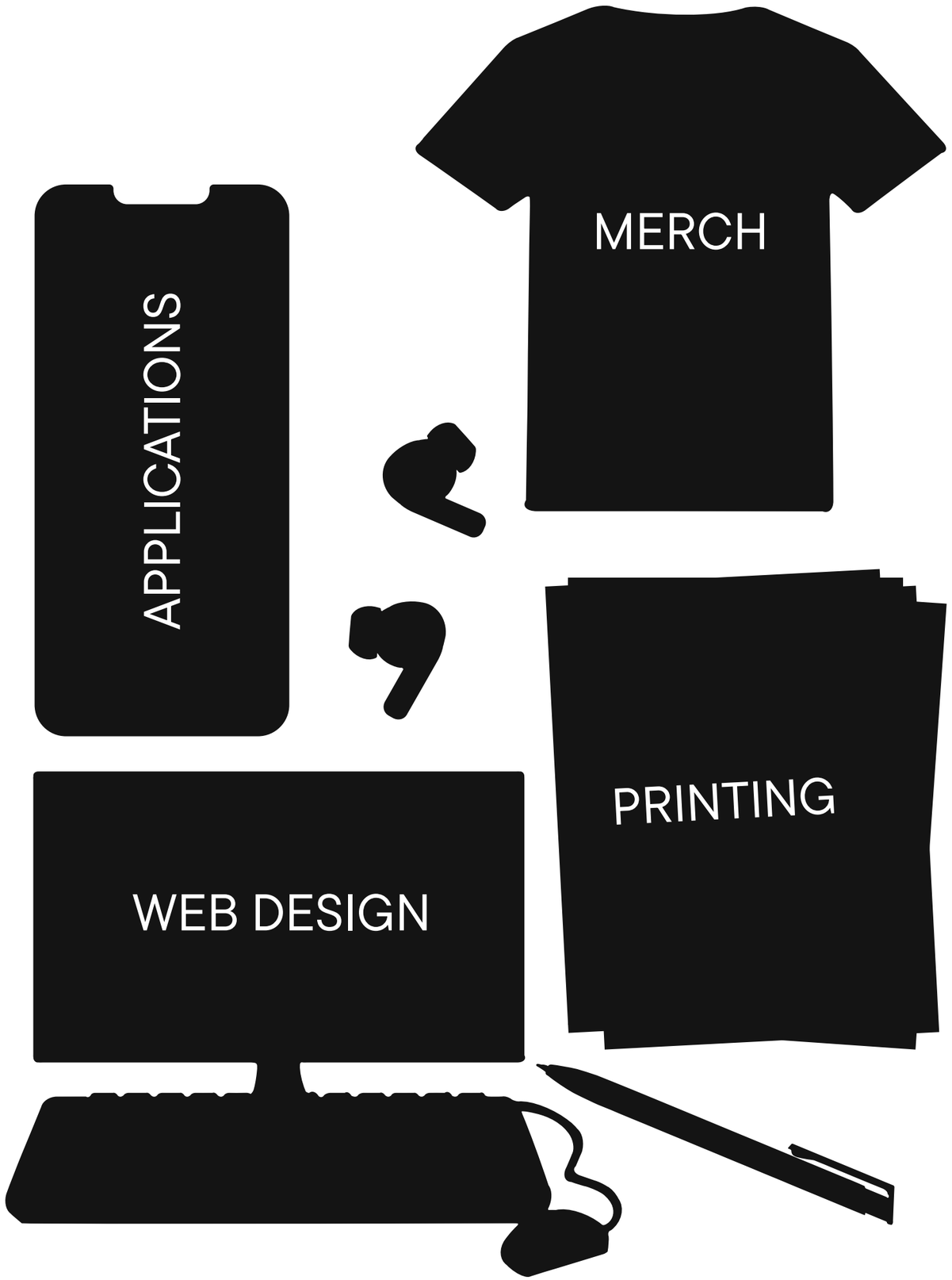
FRACTIONS
½ ⅓ ¼ ⅕ ⅙ ⅐ ⅛ ⅑ ⅒ ⅔ ⅖ ¾ ⅗ ⅜ ⅘ ⅚ ⅝ ⅞

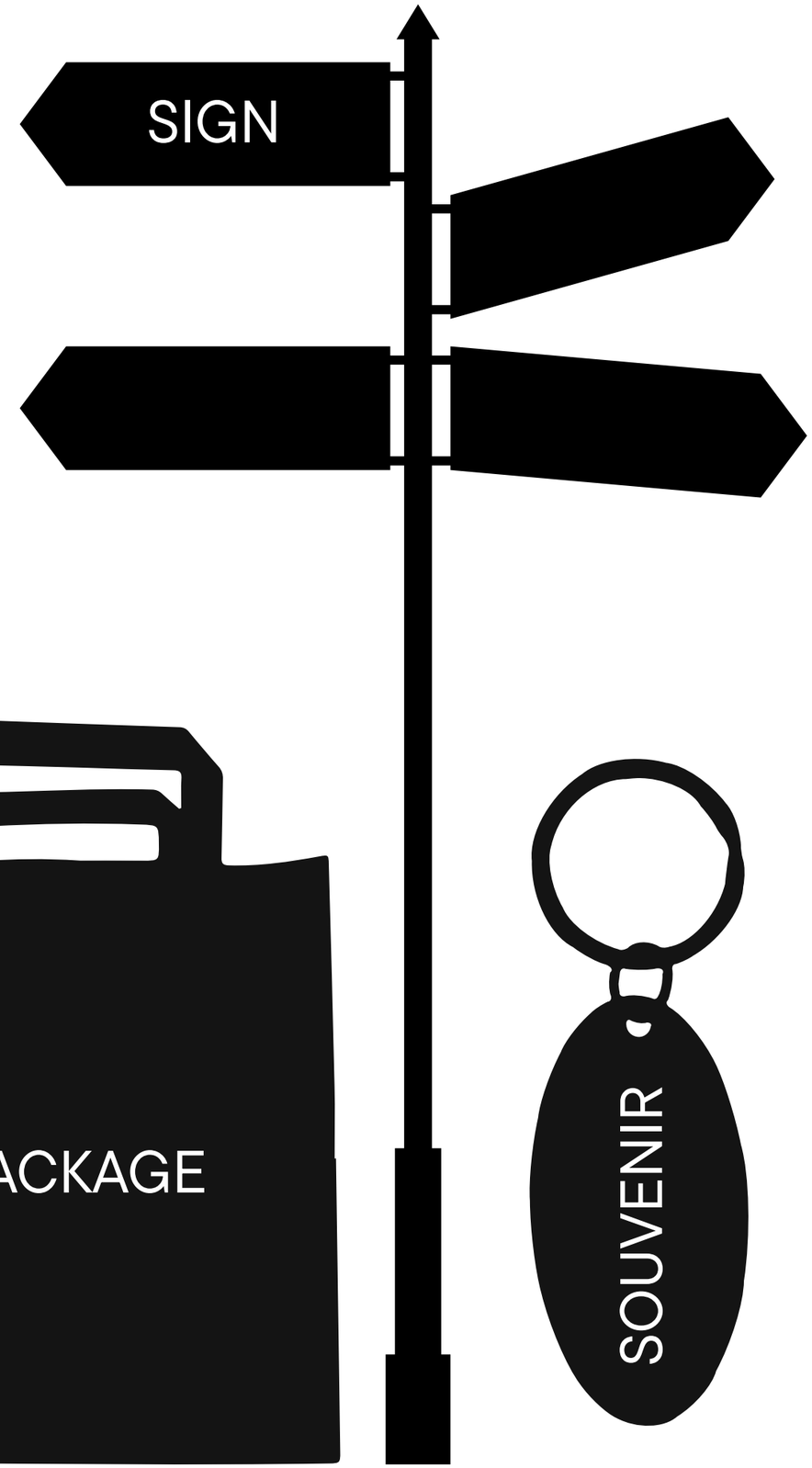
CURRENCY
฿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₪ ₸ ₮ ₩ ¥ ƒ ¤

DISCRETIONARY LIGATURES
ﬀ ﬃ ﬁ ﬄ ﬂ ﬅ ﬆ

ARROWS
↑ ↗ → ↘ ↓ ↙ ← ↖ ↔ ↕

OLDSTYLE FIGURES	1234567890	1234567890
NUMERATORS	H12345	H¹²³⁴⁵
DENOMINATORS	H12345	H₁₂₃₄₅
SUPERSCRIPTS	H12345	H¹²³⁴⁵
SUBSCRIPTS	H12345	H₁₂₃₄₅
FRACTIONS	1/2 3/4	½ ¾
ORDINALS	2ao	2ªº
CASE SENSITIVE	[{(H)}]	[{(H)}]
DISCRETIONARY LIGATURES	fj ffl fl	fj ffl fl
SS01—Sharp Alternates	ķ ĺ ł ź	ķ Í ł ź
SS02—Expressive Alternates	æ ǵ ţ ý	æ ǵ ţ ý
SS03—Single-storey a	â ä à ā	â ä à ā
SS04—Narrow Punctuation	; ! ¡ ?	; ! ¡ ?
SS05—Large Punctuation	; ! ¡ ?	; ! ¡ ?
SS06—Romanian Comma Accent	Ş ş Ţ ţ	Ş ş Ţ ţ
SS07—Dutch IJ	ĺj íj	ĺj íj
SS08—Catalan Ldot	L·L l·l	L·L l·l
SS09—Turkish i	i	i
SS10—Bashkir localization	Ғ ғ Ӡ ӡ	Ғ ғ Ӡ ӡ
SS11—Chuvash localization	Ç ç	Ç ç
SS12—Bulgarian localization	ѐ ѳ ж з	ѐ g ж з
SS13—Serbian localization	б	б


MERCH
APPLICATIONS
WEB DESIGN
PRINTING


SIGN
PACKAGE
SOUVENIR

TT GLIPS

TypeType company was founded in 2013 by Ivan Gladkikh, a type designer with a 10 years' experience, and Alexander Kudryavtsev, an experienced manager. Over the past 10 years we've released more than 75+ families, and the company has turned into a type foundry with a dedicated team.

Our mission is to create and distribute only carefully drawn, thoroughly tested, and perfectly optimized typefaces that are available to a wide range of customers.

Our team brings together people from different countries and continents. This cultural diversity helps us to create truly unique and comprehensive projects.



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For more information about our fonts,
please visit our website
www.typetype.org

Most of the texts used in this specimen
are from Wikipedia.


cm
11