

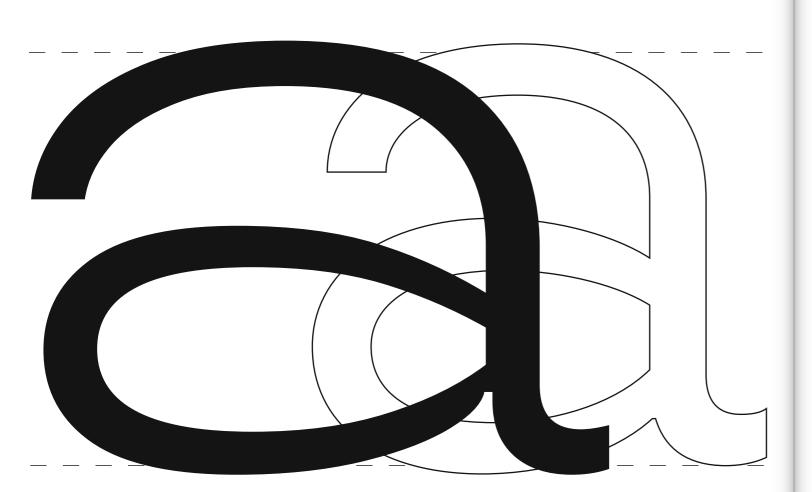
TTTavels Next

The idea to create an alternative version of the TT Travels font family emerged at the "Mail.ru Design Conf x Dribbble Meetup" that took place in August 2020 in Moscow. All conference branding was designed using the TT Travels font family, and, even though the set was very beautiful, we found that if the typeface were more radical and display, it would have complemented the event's graphics even better. Thus, was born the idea for the TT Travels Next typeface, which was to create a very trendy and modern wide display sans serif for use in different sets, be they print or web.

TT Travels Next is an experiment answering the "what-if" question of what would happen if the original TT Travels looked different, less compromising and more radical all modern media. The typeface has very wide proportions and characters that almost do not get narrower as you move from the bold styles to a light one. TT Travels Next has an exaggerated closed aperture, low contrast, noticeable visual compensators, and a harmonic combination of soft and sharp shapes. In inclined styles, we have purposefully increased the slant up to 14 degrees so that you can type slashing dynamic inscriptions.

In addition, the TT Travels Next typeface has two great outline styles which match the upright styles perfectly and complement them, and also work well as display styles. The TT Travels Next typeface consists of 21 fonts: 9 upright and 9 inclined styles, two outline styles, and one variable font with two variability axes (width and slant). Each style consists of 757 characters and supports over 190+ languages. The typeface has 26 useful OpenType features, such as stylistic alternates that change the design of characters responsible for the style, ligatures, pointers, circled figures, and many other useful features.

TT Travels Next is a fontfamily consisting of 21 fonts: 9 upright weights (Thin, ExtraLight, Light, Regular, Meduim, DemiBold, Bold, ExtraBold, Black) and 9 inclined styles, two outline styles, and one variable font with two variability axes (width and slant).



TT Travels Next Regular 620 pt

TT Travels Text Regular 620 pt

AaBbCcDdEeff GgHhIiJjKkLl MmNnOoPpQq RrSsTtUuVv WwXxYyZz

TT Travels Next Regular 48 pt

AaBbCcDdEeFf GgHhliJjKkLl MmNnOoPpQq RrSsTtUuVv WwXxYyZz

TT Travels Text Regular 48 pt

Thin Itlo Ex.Light Itlo 3 Light Itlo Regular Itlo Medium Itle D.Bold Itle Bold Itlc Itlc 8 Ex.Bold Itlc Black Outline Itale

90 PT

Newer

75 PT

Newer cyberpunk

(50 PT)

Newer cyberpunk media includes Blade

35 PT

Newer cyberpunk media includes Blade Runner 2049

25 PT

Newer cyberpunk media includes Blade Runner 2049 (2017), a sequel to the original 1982 film Dredd (2012) VARIABLE FONT TT TRAVELS NEXT TT TRAVELS NEXT EXAMPLES

TT Travels Next includes a variable font with two axes of variation: weight and slant. To use the variable font with 2 variable axes on Mac you must have MacOS 10.14 or a newer version. An important clarification—not all programs support variable technologies yet, you can check the support status here: v-fonts.com/support/.



TT Travels Next Variable 210pt

WEIGHT

900

SLANT

90 PT

Oyberpunk (2067)

48 PT

Oyberpunk plots often center on conflict among artificial gences

36 PT

Cyberpunk plots often center on conflict among artificial intelligences, hackers, and megacorporations

TT Travels Nex

90 PT

Oyberpunk (2067)

48 PT

Oyberpunk plots often center on conflict among artificial gences

36 PT

Cyberpunk plots often center on conflict among artificial intelligences, hackers, and megacorporations

> TT Travels Next ExtraLight

90 PT

Cyberpunk (2067)

48 PT

Cyberpunk plots often center on conflict among artificial gences

36 PT

Cyberpunk plots often center on conflict among artificial intelligences, hackers, and megacorporations 90 PT

Cyberpunk (2067)

48 PT

Cyberpunk plots often center on conflict among artificial gences

36 PT

(2067)

Cyberpunk plots often center on conflict among artificial gences

Cyberpunk plots often center on conflict among artificial intelligences, hackers, and megacorporations

Cyberpunk Cyberpunk (2067)

Cyberpunk plots often center on conflict among artificial gences

(2067)

Cyberpunk plots often center on conflict among artificial gences

Cyberpunk plots often center on conflict among artificial intelligences, hackers, and megacorporations

Cyberpunk Cyberpunk (2067)

Cyberpunk plots often center on conflict among artificial gences

90 PT

Cyberpunk (2067)

48 PT

Cyberpunk plots often center on conflict among artificial gences

36 PT

Cyberpunk plots often center on conflict among artificial intelligences, hackers, and megacorporations 90 PT

Cyberpunk (2067)

48 PT

Cyberpunk plots
often center on
conflict among
artificial gences

36 PT

TT Travels Text supports more than 190 languages including Northern, Western, Central European languages, most of Cyrillic.

TT Travels Next Regular 118 pt

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, Komi-Permyak, Komi-Zyrian, Siberian Tatar, Tofalar, Touva, Bashkir, Chechen, Chuvash, Erzya, Kryashen Tatar, Mordvin-moksha, Tatar Volgaic, Udmurt, 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 (Azerbaijan), Turkmen, Zaza, Aleut, Cree, Haitian Creole, Hawaiian, Innu-aimun, Lakota, Karachay-Balkar, Karelian, Livvi-Karelian, Ludic, Tatar, Vepsian, Guarani, Nahuatl, Quechua

SPANISH

Las tramas ciberpunk a menudo se centran en conflictos entre inteligencias artificiales, piratas informáticos y megacorporaciones, y tienden a desarrollarse en una Tierra del futuro cercano

FRENCH

Les intrigues cyberpunk se concentrent souvent sur les conflits entre les intelligences artificielles, les pirates informatiques et les mégacorporations, et ont tendance à se dérouler

RUSSIAN

Сюжеты киберпанка часто сосредотачиваются на конфликте между искусственным интеллектом, хакерами и мегакорпорациями и, как правило, разворачиваются в ближайшем будущем на Земле. BULGARIAN

Киберпънк сюжетите често се съсредоточават върху конфликт между изкуствен интелект, хакери и мегакорпорации и са склонни да се развиват в близко бъдеще на Земята, а не в далечното

FINNISH

Kyberpunk-juonet keskittyvät usein tekoälyjen, hakkereiden ja megayritysten välisiin konflikteihin, ja ne sijoittuvat yleensä lähitulevaisuudessa olevaan maapalloon pikemminkin kuin

SWEDISH

Cyberpunk-intriger fokuserar ofta på konflikter mellan artifi-ciell intelligens, hackare och megaföretag, och tenderar att ut-spela sig på en nära framtida jord, snarare än i en lång framtid

ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefg hijklmnopqrstuvwxyzАБВГДЕЁЖЗИЙКЛМН ОПРСТУФХЦЧШЩЪЫЬЭЮЯЃҐЌЄЅІЇЈЉЊЋЂ ЎЏабвгдеёжзийклмнопрстуфхцчшщъыьэюя éґќєѕіїjљњħђўџ0123456789¤€\$¥₽£¢⊖₿₸ ₹₺₩ƒø1234567890123456789¤€\$¥₽£¢₴₿₸ ₹₺₩fo123456789-+±×÷=≠<>≤≥~≈¬!¡?¿«»<>.,:;"," ",..."'||---_\/()[]{}··*#8©®¶No™@&†‡°^ÀÁÄÄÄÄ ĄÅÄÆĆČÇĈĊĎĐĐÈÉĚÊËĖĒĔĘĔĞĢĜĠĠĤĦÌÍ ÎÏİŢĬĨĴĶĹĽĻĿŁŃŇŅÑŊſĠŎÓÖÖÖÖŎŎŒÞŔ ŘŖŚŠŜŞŞŤŢŢŦÙÚÛÜŰŪŬŲŮ+ŨƏŴŴWWÝŶŶŸ $\bar{Y}\tilde{Y}\tilde{Z}\tilde{Z}IJI\tilde{J}$ àáăâāąåãæćčçĉċďđðèéěëëëë ę ĕ ġ ġ ġ ġ ġ ĥ ħ ì í î ï i ı ī į ĭ ĭ j ĵ ķ ĺ ľ ļ ŀ ł ń ň ņ ñ ŋ ß ò ó ô ö ő ō õ ŏøœþŕřŗśšŝşşťţţŧùúûüűūŭųůʉũəẃŵẅẁýỳŷ ÿyÿźžżijíjaáăâäàāąåäyýŷÿÿÿÿÿJijĺĴíjĿĿŀÌ ĺĴÏĬĪĮĬĨIJĮQRŔŘŖfgğģĝġġiìíîïiıīįĭĩijjjĵlĺľļŀłttţţЯ | i i i j г ŕ д ф я i - + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ % % μ а ° ¤ € \$ ¥ ₽ £ ¢ € ₿ ₸ $^{1}/_{5}$ $^{1}/_{6}$ $^{1}/_{7}$ $^{1}/_{8}$ $^{1}/_{9}$ $^{2}/_{3}$ $^{2}/_{5}$ $^{3}/_{4}$ $^{3}/_{5}$ $^{3}/_{8}$ $^{4}/_{5}$ $^{5}/_{6}$ $^{5}/_{8}$ $^{7}/_{8}$ H $_{0}$ 1 2 3 4 5 6 7 8 9 H 0 1 2 3 4 5 6 7 89H⁰¹²³⁴⁵⁶⁷⁸⁹H₀₁₂₃₄₅₆₇₈₉H[](){}iċ«»<>---··@-+ $\pm \times \div = \neq < > \leq \geq \sim \approx \neg \leftarrow \uparrow \rightarrow \downarrow \leftrightarrow \uparrow \nwarrow \nearrow \searrow \swarrow \odot \textcircled{1} \textcircled{2} \textcircled{3} \textcircled{4} \textcircled{5} \textcircled{6} \textcircled{7} \textcircled{8} \textcircled{9}$

ABCDEF GHIJKLM NOPQRS TUVWXYZ abcdefghij klmnopgns さUVWXYZ

GLYPH SET

LATIN UPPERCASE

ABCDEFGHIJKLMNOP ORSTUVWXYZ

LATIN LOWERCASE

abcdefghijklmnop grstuvwxyz

(FIGURES)

0123456789

CYRILLIC UPPERCASE

АБВГДЕЁЖЗИЙКЛМНОПР СТУФХЦЧШЩЪЫЬЭЮЯЃҐЌЄЅ ІЇЈЉЊЋЂЎЏ

CYRILLIC LOWERCASE

абвгдеёжзийклмнопрстуфх цчшщъыьэюя́гќєsіїјљњћђўџ

EXTENDED LATIN

ÀÁÄÄÄĀĄÅÄÆĆČÇĈĊĎĐĐ ÈÉĚĒĖĒĒĘĞĢĜĠĠĤĦÌÍ ÎÏİĪĮĬĨĴĶĹĽĻĿŁŃŇŅŇŊß ÒÓÔÖŐŐŐØŒÞŔŘŖŚŠŜ ŞŞŤŢŢŦÙÚÛÜŰŪŬŲŮĐŨĐ WŴWWÝŶŶŸŸŹŽŻàáăâäāą åãæċčçĉċďđðèéěëëēĕĕ ĕġġġĠĥħìíîïinīįĭĭĵĵķĺľļŀłń ňņňŋßòóôöőōŏøæþŕřŗśš ŝşţţţŧùúûüűūŭųůŧűəwŵ wwýŷŷÿÿýźžż PUNCTUATION

MATH SYMBOLS

CURRENCY

DIACRITICS

FIGURES IN CIRCLES

(ARROWS

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TABULAR FIGURES

TABULAR OLDSTYLE

PROPORTIONAL OLDSTYLE

NUMERATORS

DENOMINATORS

SUPERSCRIPTS

SUBSCRIPTS

LIGATURES

SS01 — Ordinary Set

SS02 — Romanian Comma Accent

SS03 — Dutch IJ

SS04 — Catalan Ldot

SS05 — Turkish i

SS06 — Circled Figures

SS07 — Negative Circled Figures

SS08 — Alternative a, y

SS09 — Alternative Ligatures

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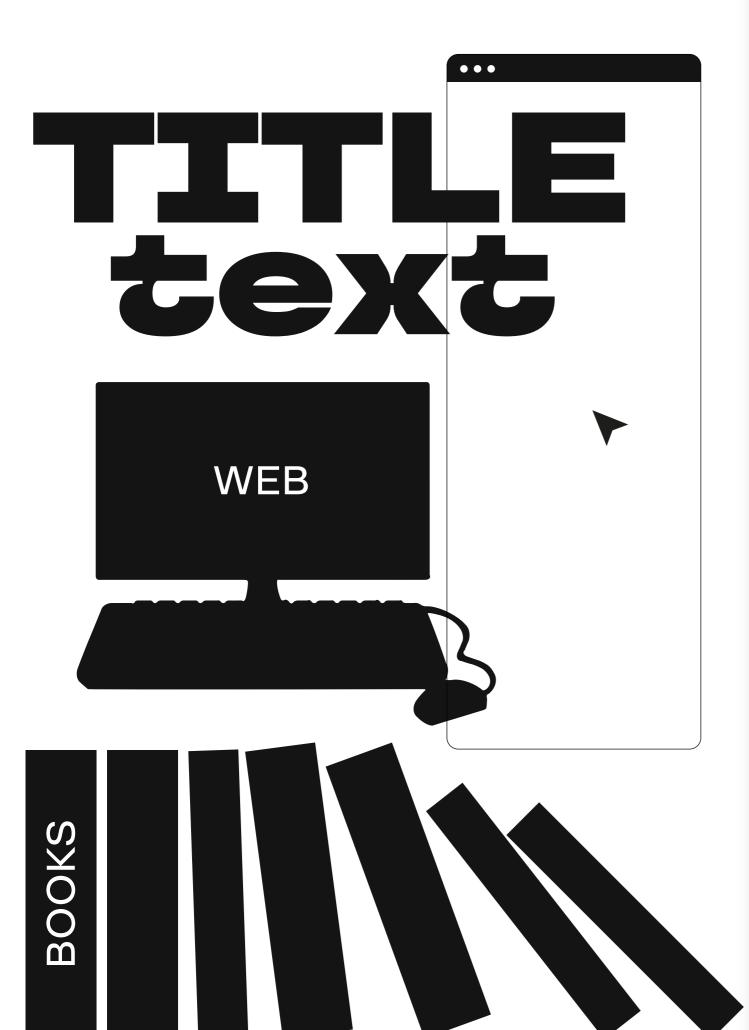
BASIC GLYPHS

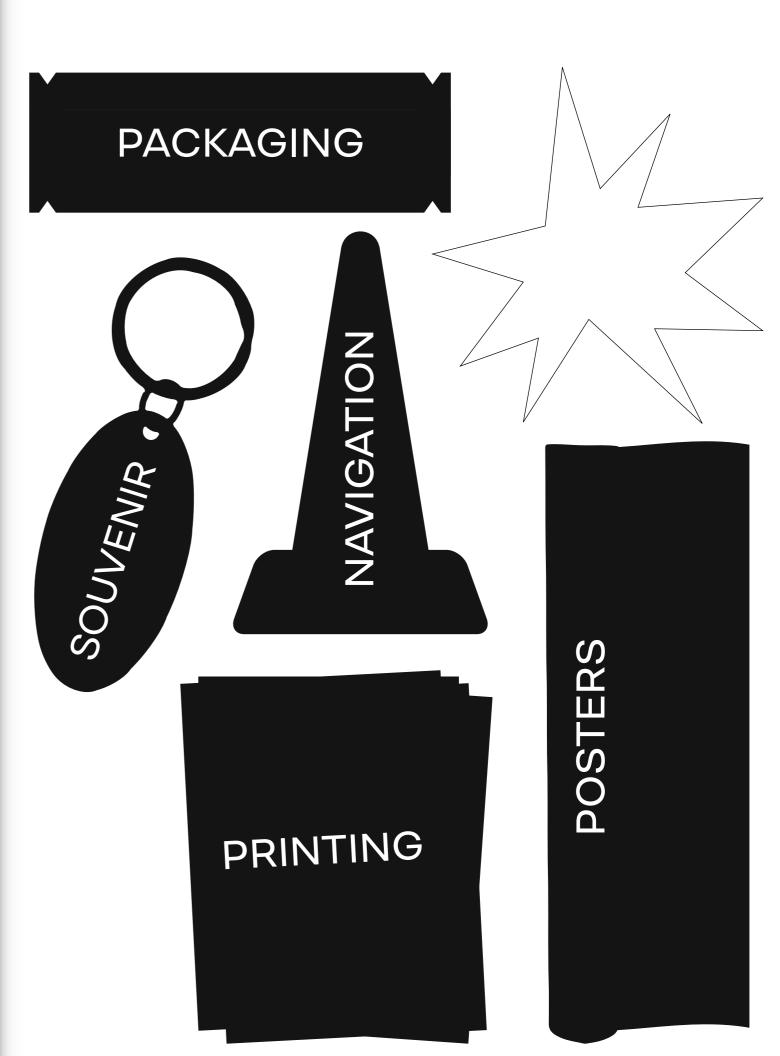
origins and storytelling

STYLISTIC ALTERNATES

origins and stoand storytelling

TT Travels Next Bold 84 pt





TT TRAVELS NEXT

TT TRAVELS NEXT

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,
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www.typetype.org

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