

2025

TT Hoves Pro

Introducing the improved TT Hoves Pro version 3.200! We've added new glyphs and languages to further expand the typeface's functionality.

TT Hoves Pro is one of our studio's bestsellers, part of our core set of versatile fonts. It is a Scandinavian sans serif with a character that is neutral yet recognizable. An important characteristic of this font is its visual lack of contrast. All terminals are aligned on the same level, and the triangular glyphs feature wide horizontal strokes.

The name TT Hoves is formed from the first syllables of two words: horizontals and verticals. It emphasizes the predominance of horizontal and vertical strokes in the glyph design. In creating this typeface, we aimed to provide a tool for designers that is convenient and functional, yet also stylish and aesthetic.

Thanks to its extensive character set, large number of font styles, and broad language support, TT Hoves Pro can solve a multitude of diverse tasks. Even more possibilities and creative freedom are offered to designers by the variable font, TT Hoves Pro VF, which can change along three axes: width, weight, and slant.

The typeface family also includes a Mono subfamily. In its design, we've preserved the main characteristics and stylistic features of the primary subfamily, but at the same time, we made the glyphs of many glyphs more display-oriented. This gives the Mono fonts a special flair and allows them to be used for design-focused tasks. For example, in the Cyrillic set, serifs have been added to several characters, resulting in a more even text texture. Interesting details include a set with a three-legged lowercase 't' and a serif on the '6'. The form

of 'Cc' differs between the Cyrillic and Latin character sets, which helps avoid confusion when using the font in programming code.

In the updated version, we've added support for new languages and expanded the Latin and Cyrillic character sets. Specifically, we added lowercase punctuation and currency symbols: Uzbekistani Sum, Kyrgystani Som, and Tugrik (for all cases and forms).

TT Hoves Pro can easily be used in any modern project. It is ideal for web design and use in applications. It is perfectly suited for branding, packaging design, and print. The font has good readability and works excellently both in text blocks and at large point sizes.

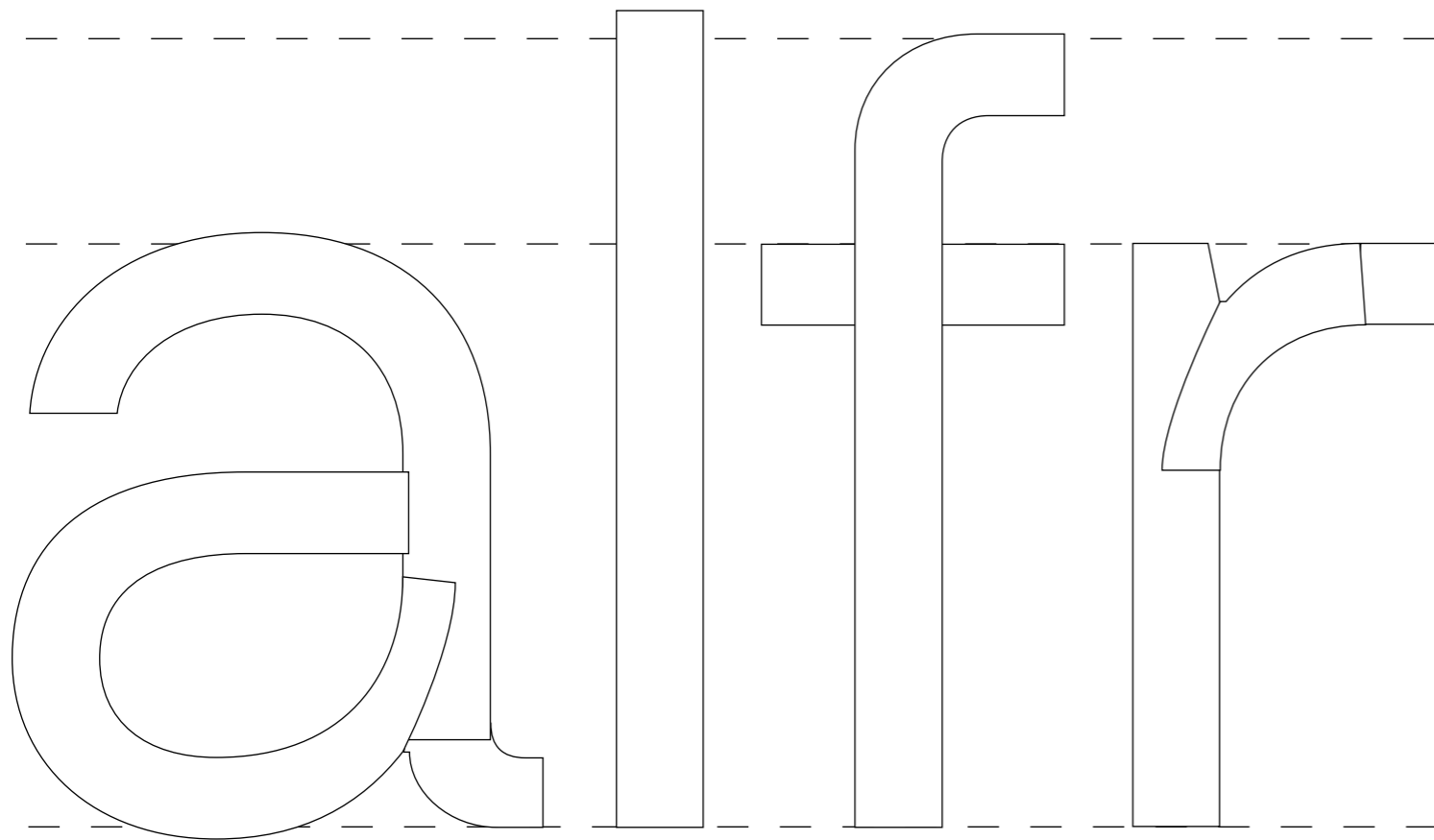


TT Hoves Pro

# Horizontals + Verticals

The updated TT Hoves Pro features:

- 5 subfamilies: Compact, Normal, Condensed, Expanded, and Mono
- 96 styles: 40 uprights, 40 italics, 14 monospaced styles, and 2 variable fonts
- 1,716 glyphs in each style of the Compact, Normal, Condensed, and Expanded subfamilies, and 1,229 glyphs in each style of the Mono subfamily
- 41 OpenType features, including ligatures and stylistic alternates
- Support for over 270 languages



TT Hoves  
Sketches

Q Q Q Q Q Q

ß a a a e l g 6

l f t y v x l f t y v x

Quality fjord

0 1 2 3 4 5 6 7 8 9

**Hamburg**

TT Hoves  
Sketches

01	Hairline	<i>Hairline</i>
02	Thin	<i>Thin</i>
03	Ex. Light	<i>Ex. Light</i>
04	Light	<i>Light</i>
05	Regular	<i>Regular</i>
06	Medium	<i>Medium</i>
07	D.Bold	<i>D.Bold</i>
08	Bold	<i>Bold</i>
09	Ex. Bold	<i>Ex. Bold</i>
10	Black	<i>Black</i>

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08	<b>Bold</b>	<i><b>Bold</b></i>
09	<b>Ex. Bold</b>	<i><b>Ex. Bold</b></i>
10	<b>Black</b>	<i><b>Black</b></i>

1	Thin	<i>Italic</i>
2	Ex. Light	<i>Italic</i>
3	Light	<i>Italic</i>
4	Regular	<i>Italic</i>
5	Medium	<i>Italic</i>
6	D. Bold	<i>Italic</i>
7	<b>Bold</b>	<b><i>Italic</i></b>

CONDENSED

AaBb

COMPACT

AaBb

NORMAL

AaBb

EXPANDED

AaBb

MONO

|A|a|B|b|

# The horizon

64 PT

Border between the surface of a celestial body and its sky when viewed from the perspective of an observer.

32 PT

The visible horizon, which is the refracted horizon obscured by terrain, and on Earth it can also be obscured by life forms such as trees, nature and/or human constructs such as buildings.

24 PT

There is also an imaginary astronomical, celestial, or theoretical horizon, part of the horizontal coordinate system, which is an infinite eye-level plane perpendicular to a line that runs from the center of a celestial body through the observer and out to space. It is used to calculate "horizon dip," which is the difference between the astronomical horizon and the sea horizon measured in arcs. Horizon dip is one factor taken into account in navigation by the stars.

12 PT

The true horizon surrounds the observer and it is typically assumed to be a circle, drawn on the surface of a perfectly spherical model of the relevant celestial body, i.e., a small circle of the local osculating sphere. With respect to Earth, the center of the true horizon is below the observer and below sea level. Its radius or horizontal distance from the observer varies slightly from day to day due to atmospheric refraction, which is greatly affected by weather conditions. Also, the higher the observer's eyes are from sea level, the farther away the horizon is from the observer. For instance, in standard atmospheric conditions, for an observer with eye level above sea level by 1.8 m the horizon is at a distance of about 4.8 km

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TT Hoves Pro  
Mono

TT Hoves Pro includes 2 variable fonts: TT Hoves Pro Variable with three axis of variability (weight, width, and slant) and TT Hoves Pro Mono Variable with weight and slant axis of variation. To use the variable font with 3 variable axis on Mac you will need MacOS 10.14 or higher. An important clarification—not all programs support variable technologies yet, you can check the support status here: [v-fonts.com/support/](https://v-fonts.com/support/).

# Variable

50 WEIGHT 900 75 WIDTH 125 0 SLANT 10

TT Hoves Pro  
Variable 158 pt

# Variable

100 WEIGHT 700 0 SLANT 10

TT Hoves Pro Mono  
Variable 132 pt

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Although the word horizontal is commonly used in daily life and language (see below), it is subject to many misconceptions. The concept of horizontality only makes sense in the context of a clearly measurable gravity field, i.e., in the 'neighborhood' of a planet, star, etc. When the gravity field becomes very weak (the masses are too small or too distant from the point of interest), the notion of being horizontal loses its meaning. A plane is horizontal only at the chosen point. Horizontal planes at two separate points are not parallel, they intersect. In

general, a horizontal plane will only be perpendicular to a vertical direction if both are specifically defined with respect to the same point: a direction is only vertical at the point of reference. Thus both horizontality and verticality are strictly speaking local concepts, and it is always necessary to state to which location the direction or the plane refers to. The same restriction applies to the straight lines contained within the plane: they are horizontal only at the point of reference, and those straight lines contained in the plane but not passing by the refer-

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such as Earth, the strictly gravitational pull of the planet (and other celestial objects such as the Moon, the Sun, etc.) is different from the apparent net force (e.g., on a free-falling object) that can be measured in the laboratory or in the field. This difference is the centrifugal force associated with the planet's rotation. This is a fictitious force: it only arises when calculations or experiments are conducted in non-inertial frames of reference, such as the surface of the Earth. The concept of a horizontal plane is thus anything but simple, although, in practice, most of these effects and variations are rather small: they are measurable

and can be predicted with great accuracy, but they may not greatly affect our daily life. This dichotomy between the apparent simplicity of a concept and an actual complexity of defining (and measuring) it in scientific terms arises from the fact that the typical linear scales and dimensions of relevance in daily life are 3 orders of magnitude (or more) smaller than the size of the Earth. Hence, the world appears to be flat locally, and horizontal planes in nearby locations appear to be parallel. Such statements are nevertheless approximations; whether they are acceptable in any particular context or application depends on the applicable

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Horizontal planes at two separate points are not parallel, they intersect. In general, a horizontal plane will only be perpendicular to a vertical direction if both are specifically defined with respect to the same point: a direction is only vertical at the point of reference. Thus both horizontality and verticality are strictly speaking local concepts, and it is always necessary to state to which location the direction or the plane refers to. The same restriction applies to the straight lines

9 PT

In reality, the gravity field of a heterogeneous planet such as Earth is deformed due to the inhomogeneous spatial distribution of materials with different densities. Actual horizontal planes are thus not even parallel even if their reference points are along the same vertical line, since a vertical line is slightly curved. At any given location, the total gravitational force is not quite constant over time, because the objects that generate the gravity are moving. For instance, on Earth the horizontal plane at a given point (as determined by a pair of spirit

levels) changes with the position of the Moon (air, sea and land tides). On a rotating planet such as Earth, the strictly gravitational pull of the planet (and other celestial objects such as the Moon, the Sun, etc.) is different from the apparent net force (e.g., on a free-falling object) that can be measured in the laboratory or in the field. This difference is the centrifugal force associated with the planet's rotation. This is a fictitious force: it only arises when calculations or experiments are conducted in non-inertial frames of reference, such as the

surface of the Earth. The concept of a horizontal plane is thus anything but simple, although, in practice, most of these effects and variations are rather small: they are measurable and can be predicted with great accuracy, but they may not greatly affect our daily life. This dichotomy between the apparent simplicity of a concept and an actual complexity of defining (and measuring) it in scientific terms arises from the fact that the typical linear scales and dimensions of relevance in daily life are 3 orders of magnitude (or more) smaller than the size of the

24 PT

**Neglecting the curvature of the earth, horizontal and vertical motions of a projectile moving under gravity are independent of each other. Vertical displacement of a projectile is not affected by the horizontal component of the launch velocity, and, conversely, the horizontal**

12 PT

**Although the word horizontal is commonly used in daily life and language (see below), it is subject to many misconceptions. The concept of horizontality only makes sense in the context of a clearly measurable gravity field, i.e., in the 'neighborhood' of a planet, star, etc. When the gravity field becomes very weak (the masses are too small or too distant from the point of interest), the notion of being horizontal loses its meaning. A plane is horizontal only at the chosen point. Hori-**

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TT Hoves Pro supports more than 270 languages including Northern, Western, Central European languages, most of Cyrillic, and Vietnamese.

## CYRILLIC

Russian, Belarusian, Bosnian, Bulgarian, Macedonian, Serbian, Ukrainian, Gagauz, Moldavian, Kazakh, Kirghiz, Tadjik, Turkmen, Uzbek, Azerbaijan, Lezgian, Abazin, Agul, Archi, Avar, Dargwa, Ingush, Kabardian, Kabardino-Cherkess, Karachay-Balkar, Khvarshi, Kumyk, Lak, Nogai, Rutul, Tabasaran, Tsakhur, Altai, Buryat, Dolgan, Enets, Evenki, Ket, Khakass, Khanty, Komi-Permyak, Komi-Yazva, Komi-Zyrian, Mancı, Shor, Siberian Tatar, Tofalar, Touva, Aleut, Alyutor, Even, Koryak, Nanai, Negidal'skij, Nivkh, Udege, Ulch, Bashkir, Chechen, Chukchi, Chuvash, Erzya, Eskimo, Kryashen Tatar, Mari-high, Mari-low, Mordvin-moksha, Nenets, Nganasan, Saami Kildin, Selkup, Tatar Volgaic, Udmurt, Yakut, Uighur, Rusyn, Karaim, Montenegrin, Romani, Dungan, Karakalpak, Shughni, Mongolian, Adyghe, Kalmyk, Talysh, Russian Old,

## OTHER

Vietnamese

## 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, Afrikaans, Asu, Aymara, Bemba, Bena, Chichewa, Chiga, Embu, Gikuyu, Gusii, Jola-Fonyi, Kabuverdianu, Kalenjin, Kamba, Kikuyu, Kinyarwanda, Kirundi, Kongo, Luba-Kasai, Luganda, Luo, Luyia, Machame, Makuwa-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, Vöro, 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

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## GERMAN

Der Horizont ist eine Linie, die den Himmel von der Erde abgrenzt. Bei dem natürlichen Horizont hängt der Verlauf dieser Grenzlinie von Standort und Höhe des Beobachters sowie den örtlichen Gegebenheiten der umgebenden Landschaft ab, über dem Meer wird diese Linie auch Kimm genannt. Vom Horizont

## PORTUGUESE

O horizonte é definido como a linha aparente ao longo da qual, em lugares abertos e planos, observamos que o céu parece tocar a terra ou o mar. Pela definição, pode se considerá-lo mesmo em áreas não planas, embora não se possa observar. Na situação ideal - a pessoa está em pé, na praia, e

## FINNISH

Horisontti eli taivaanranta on näennäinen viiva, joka erottaa toisistaan maan ja taivaan jakaen näkökentän kaikki suunnat kahteen osaan: niihin, jotka kohtaavat Maan pinnan, ja niihin, jotka eivät kohtaa. Monissa paikoissa todellinen horisontti ei ole näkyvissä, sillä sen peittävät

## TURKISH

Ufuk, gök ile yer ya da deniz düzeyini hayali olarak ayıran çizgidir. Gerçek ufuk genellikle, ağaçlar, dağlar ve binalarla örtüldüğü için gök ile yerin birbirini kestiği bu noktalara görünür ufuk denir. Astronomide, gözlem yapan kişinin bulunduğu noktadan (gözlemcinin gözünden doğru) yatay olarak çizilen

## KAZAKH

Көрінетін көкжиектің қашықтығы, яғни бақылаушы тұрған орнынан жер бетінің оған көрінетін ең шалғай нүктелеріне дейінгі қашықтығы сол бақылаушының жер бетінен (теңізде су бетінің деңгейінен) қандай да бір  $h$  биіктікте тұрғандығына және айналасындағы жердің бедеріне тәуелді болады.

## VIETNAMESE

Trước khi loài người phát minh ra đài phát thanh và điện báo thì khoảng cách tới chân trời có thể nhìn thấy ở trên biển là cực kỳ quan trọng vì nó thể hiện phạm vi tối đa có thể truyền tin và tầm nhìn. Thậm chí ngày nay, khi điều khiển một chiếc máy bay theo quy tắc VFR (Vision flight rules), là tập hợp những quy tắc







TABULAR FIGURES

1234567890

1234567890

SS11 – Serbian localization

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б

TABULAR OLDSTYLE

1234567890

1234567890

SS12 – Bashkir localization

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PROPORTIONAL OLDSTYLE

1234567890

1234567890

SS13 – Chuvash localization

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NUMERATORS

H12345

H<sup>12345</sup>

SS14 – Bulgarian localization

ДЛФвгджзиййклпт

ДЛФвгджзиййклпт

DENOMINATORS

H12345

H<sub>12345</sub>

SS15 – Romanian Comma Accent

ȘȚ șț

ȘȚ șț

SUPERSCRIPTS

H12345

H<sup>12345</sup>

SS16 – Dutch IJ

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SUBSCRIPTS

H12345

H<sub>12345</sub>

SS17 – Catalan Ldot

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FRACTIONS

1/2 3/4

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SS18 – Turkish i

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ORDINALS

2<sup>ao</sup>

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SS19 – Slashed Zero

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CASE SENSITIVE

[(H)]

[(H)]

STANDARD LIGATURES

ff fj fi ffl

ff fj fi ffl

DISCRETIONARY LIGATURES

AA tt ry fty

AA tt ry fty

SMALL CAPS

abcdefghijklmnop

ABCDEFGHIJKLMN

CAPS TO SMALL CAPITALS

ABCDEFGHIFG

ABCDEFGHIFG

SS01 – Alt. a, feminine ordinal

ááăăâ<sup>a</sup>

ááăăâ<sup>a</sup>

SS02 – Alt. y with straight terminal

ýÿÿÿ

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SS03 – Alternative l

l l' l' fl

l l' l' fl

SS04 – Alternative g

g g' g' g

g g' g' g

SS05 – Alt. y with square terminal

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SS06 – Alternative Cyrillic Чч

Чч ч ч

Чч ч ч

SS07 – Alternative G

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SS08 – Alternative Q

Q Q

Q Q

SS09 – Circled Figures

12345

①②③④⑤

SS10 – Negative Circled Figures

12345

①②③④⑤

LATIN UPPERCASE

ABCDEFGHIJKLMNOPQRSTUVWXYZ

LATIN LOWERCASE

abcdefghijklmnopqrstuvwxyz

FIGURES

0123456789 0123456789

CYRILLIC UPPERCASE

АБВГДЕЁЖЗИЙКЛМНОПРСТУФХЦ  
ЧШЩЪЫЬЭЮЯҐґҒғЄєІіЈјЌљЊњЎ

CYRILLIC LOWERCASE

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VIETNAMESE

ĂăẢảẤấẬậẦầỠỡỒồỔổỖỗ  
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EXTENDED LATIN

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EXTENDED CYRILLIC

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ЖжЦцЧчЧчЧчЧчЧчЧчЧчЧчЧчЧчЧч  
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PUNCTUATION

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-- \_ ( ) [ ] { } | ! † ‡ / \ # № & \$ % ¶ © ® ™ @ °

MATH SYMBOLS

- + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ ^ % ‰ μ ∅  
∞ ∫ Ω Δ Π Σ √ ∂ ∅ ℓ € № ° / ʸ

CURRENCY

฿ ¢ \$ € ₪ ₮ ₯ ₰ ₱ ₲ ₳ ₴ ₵ ₶ ₷ ₸ ₹ ₺ ₻ ₼ ₽ ₾ ₿ ₿

FIGURES IN CIRCLES

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨  
⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱

ARROWS

↑ ↗ → ↘ ↓ ↙ ← ↖

SERVICE MARKS

ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ ℹ



OLDSTYLE FIGURES

1234567890

1 2 3 4 5 6 7 8 9 0

NUMERATORS

H12345

H<sup>1 2 3 4 5</sup>

DENOMINATORS

H12345

H<sub>1 2 3 4 5</sub>

SUPERSCRIPTS

H12345

H<sup>1 2 3 4 5</sup>

SUBSCRIPTS

H12345

H<sub>1 2 3 4 5</sub>

FRACTIONS

1/2 3/4

<sup>1</sup>/<sub>2</sub> <sup>3</sup>/<sub>4</sub>

ORDINALS

2<sup>a</sup>o

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CASE SENSITIVE

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[{(H)}]

DISCRETIONARY LIGATURES

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f i f j

SS01 – Classic Y

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SS02 – Alternative a, g

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SS03 – Rounded Forms

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SS04 – Alternative l

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SS05 – Classic Cyrillic Y, y

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Ÿ Ź Ź̄ ŷ̄

SS06 – Alternative G

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Ĝ Ğ Ğ̇

SS07 – Alternative Cyrillic т

т

т

SS08 – Circled Figures

0 1 2 3 4

0 1 2 3 4

SS09 – Negative Circled Figures

5 6 7 8 9

5 6 7 8 9

SS10 – Slashed Zero

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SS11 – Romanian Comma Accent

Șș Țț

Șș Țț

SS12 – Dutch IJ

ÍJ íj

ÍJ íj

SS13 – Catalan Ldot

L·L l·l

L·L l·l

SS14 – Turkish i

i

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SS15 – Bulgarian localization

ДЛФ ВГЖЦ

ДЛФ Вгжц

SS16 – Bashkir localization

ҒЗҘ Ғзз

ҒЗҘ Ғзз

SS17 – Chuvash localization

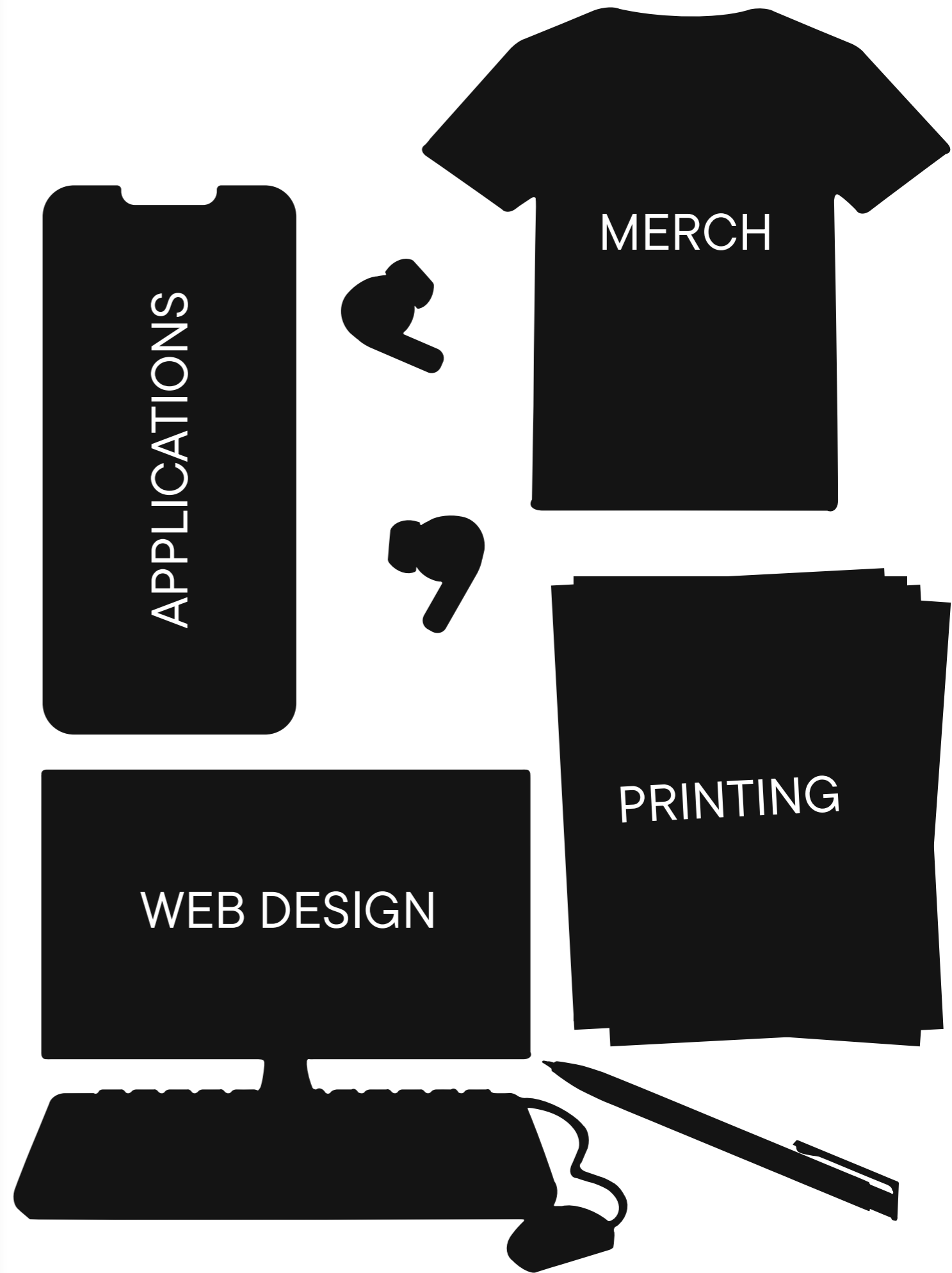
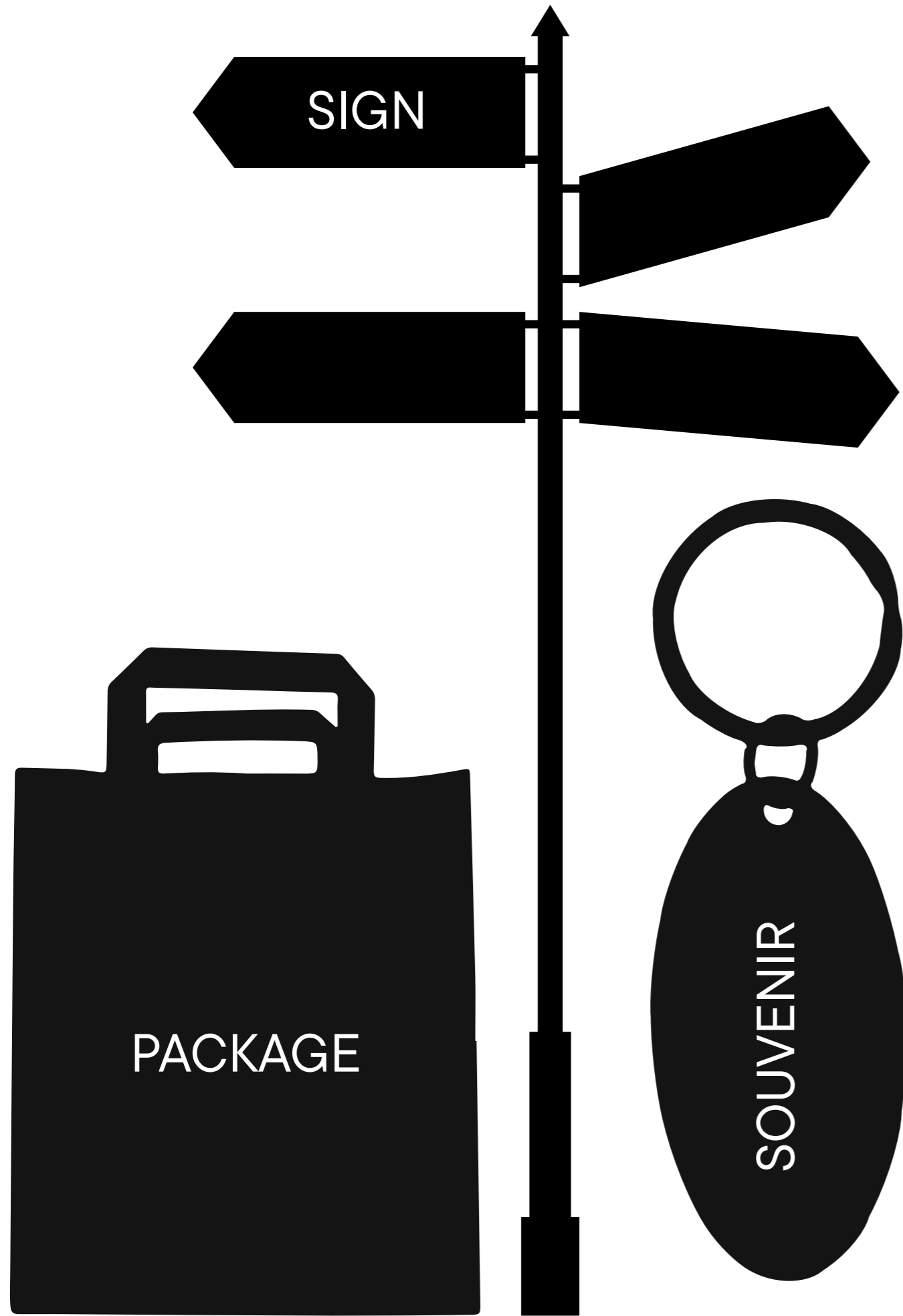
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SS18 – Serbian localization

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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 type-faces 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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TT Hoves Pro



