

Africa ^[beta]

• Newglyph

Summary

Encoded Characters
Axes
Weight
Specimen

Credit

Type Design: Ian Party

File formats

Desktop: OTF
Web: WOFF2

Version

1.000

About Africa

The Africa font name is inspired by the earth's second-largest and second-most populated continent on Earth. It's also considered by most paleoanthropologists to be the oldest inhabited territory on the planet, with the human species originating from the continent. The Africa font family is composed of two styles, Africa Drylands and Africa Rainfall.

This fonts construction follows in the footsteps of a nineteenth century print style typeface with romantic sensibilities. Africa Drylands characteristics can be distinguished by its sharp cut through the heart serifs, and hints of vertical tension. Africa Rainfall's raindrop serifs are a strikingly beautiful contrast to its sharp counterparts. These sharp characteristics can also be found within the style, they are combined with rain drop like serifs to create flow and romantic tension. The serif drops of uppercase J, lowercase a, c, f, r, y. Numeral 3 and 5 will have you wanting to kiss the rains down in Africa.

Licensing

A contemporary license for all your visual communication needs. Our standard license package allows you unlimited desktops, websites, mobile apps, electronic publications, broadcasting, videos, films, merchandising and free updates. We also offer free trials and student discounts to help the next generation of designers. [Read more](#)

About Newglyph

We are a Lausanne based type design studio specializing in the research, design and development of fonts and variable font technology. Our multiculturally diverse team has years of experience in this uniquely creative and technologically driven design field. We strive to better understand our global visual communication needs, and to help protect our environment and global community. With your help we are donating 30% of our proceeds to non-profit organizations committed to protecting our planet and all life on earth. [Read more](#)

Supported languages

Afrikaans, Albanian, Basque, Bosnian, Breton, Catalan, Croatian, Czech, Danish, Dutch, English, Esperanto, Estonian, Faroese, Fijian, Finnish, Flemish, French, Frisian, German, Greenlandic, Hawaiian, Hungarian, Icelandic, Indonesian, Irish, Italian, Latin, Latvian, Lithuanian, Malay, Maltese, Maori, Moldavian, Norwegian, Polish, Portuguese, Provençal, Romanian, Romany, Sámi (Inari), Sámi (Lule), Sámi (Northern), Sámi (Southern), Samoan, Scottish Gaelic, Slovak, Slovenian, Sorbian, Spanish, Swahili, Swedish, Tagalog, Turkish, Welsh

Trial

Our variable fonts are in the developmental stages, but that's not stopping us from sharing our work with you. Your feedback is very important to us, we want to develop the best possible fonts for our customers and their visual communication needs. The final products will arrive in March of 2021. [Read more](#)

The Trial version of a font is reduced. It contains Latin alphabet with basic punctuation:

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz' / - . ,

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Encoded Characters

194 Glyphs

	0000	000D	0020	0021	0022	0023	0024	0025	0026	0027	0028	0029	002A	002B	002C	002D	002E	002F	0030	0031	0032	0033	0034	0035	0036	0037	0038	
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011E	011F	0120	0121	0122	0123	0124	0125	0126	0127	0128	0129	012A	012B	012E	012F	0130	0131	0132	0133	0134	0135	0136	0137	0138	0139	013A	013B	
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All Empty Glyph will be available in Winter 2020 (Opentype Latin Pro)

All encoded characters should be accessible with every unicode capable application. For details about Unicode Blocks visit the [Unicode website](#).

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194 Glyphs

013C	013D	013E	013F	0140	0141	0142	0143	0144	0145	0146	0147	0148	0149	014C	014D	014E	014F	0150	0151	0152	0153	0154	0155	0156	0157	0158	0159
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0176	0177	0178	0179	017A	017B	017C	017D	017E	017F	0192	0218	0219	021A	021B	0237	02C6	02C7	02C9	02D8	02D9	02DA	02DB	02DC	02DD	0394	03A9	03BC
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00B4	02C6	02C7	02D8	02D9	02DA	02DC	02DD	02C7	0326	02BC	030C	0237	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

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Drylands Rainfall

Blockstring Divekick Counter Hit Hitstun

“The Hit Man” Sugar Ray Motor City Cobra’s Legendary

The first clash between two of boxing’s most talented fighters was a study in adaptation. Opening as expected, the Welterweight Title unification bout saw the lankier Hearns keeping his shorter opponent at a distance while scoring with long jabs at will. A brilliant strategist, Leonard knew the fight could not continue this way, so he changed up his game plan and aggressively went after “The Hit Man.” “Sugar” Ray’s assertiveness carried him through the 6th and 7th rounds, but soon Hearns adapted himself, swinging the fight back in his favor by boxing instead of brawling. The fight looked to be going the “Motor City Cobra’s” way until Leonard threw all caution to the wind and attacked his opponent, scoring a knockdown in the 13th before pounding Hearns until the official stopped fight...

Although it lasted for 12 thrilling rounds, this 1990 bout between Mexican hero Julio Cesar Chavez and Philadelphia prodigy Meldrick Taylor is remembered for two seconds. Fast-paced from the start, the bout was Taylor’s early on as he avoided many of Chavez’s blistering blasts and pulled ahead on points with his stick-and-move offense. Yet, towards the final rounds, the tough Mexican began to connect, punishing Taylor with endless shots.

By most estimations, Taylor was winning on paper going into the 12th, but his corner convinced him otherwise, he attacked instead of avoiding the dangerous brawler – a miscalculation that led the fighter right into a flurry of brutal punches. Destroyed after rounds of pummeling, Taylor looked dead on his feet, forcing Richard Steele to stop the bout only two seconds to go in the final round. Steele’s decision is still debated to this day.

The first round began with Barrera throwing combinations, leading with his trademark left hook to the body. Morales’s lanky, tall frame providing a perfect target against which to test Marco’s attack. Barrera is fierce, while Morales stands his ground, throwing back punishing combos, using his killer right hand to punctuate them. After the referee cautions Morales on a seemingly low blow towards the end of the round, Barrera refuses to touch gloves to Morales’s apology.

Round two begins at a slightly slower pace, but soon picks it up. The combos start flowing from Barrera, while Morales deems it wise to counter Marco’s violent onslaught by being even more violent himself. A particularly impressive combo from Barrera starts

with the jab, followed by the right hand cross, and then the left hand uppercut that pushes upwards and backwards Morales’s head. Barrera won rounds one and two clearly, since Morales is still struggling to match his opponent’s level of intensity.

Great counterpunching by Barrera in round three; when Morales plunges in, he gets caught with Barrera’s left hook to the body, which stops him temporarily in his tracks. However, when “El Terrible” reacts, he comes back even fiercer, throwing three punch combinations to the head, taking a step to the side, and doing it again.

All the while Barrera keeps his defense up and then goes on the attack himself. In round four, Morales lands a huge

right hand on Barrera, and then falls victim to his own over-enthusiasm, as he loses balance while trying to land heavy shots, and hits the floor on a slip. Barrera quickly recovers.

There’s a sense that Barrera’s experience is carrying him through, while Morales is still trying to adapt to being on such a big stage with such a highly skilled enemy in the ring. As they trade ripping shots after three minutes, round four goes to Morales. And then, there was round five.

This is as epic a round as any in boxing history in which neither fighter hit the canvas. Barrera hurts Morales with a flush right hand, who steps back against the ropes, and then fights Marco off. Toward the middle of the...

Rainfall (50pt)

Blockstring Divekick Counter Hit Hitstun

Rainfall (35pt)

“The Hit Man” Sugar Ray Motor City Cobra’s Legendary

Rainfall (10pt)

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Rainfall (8pt)

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Rainfall (6pt)

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7 a f y r ?

7 a f y r ?

Q @ S A

Creation

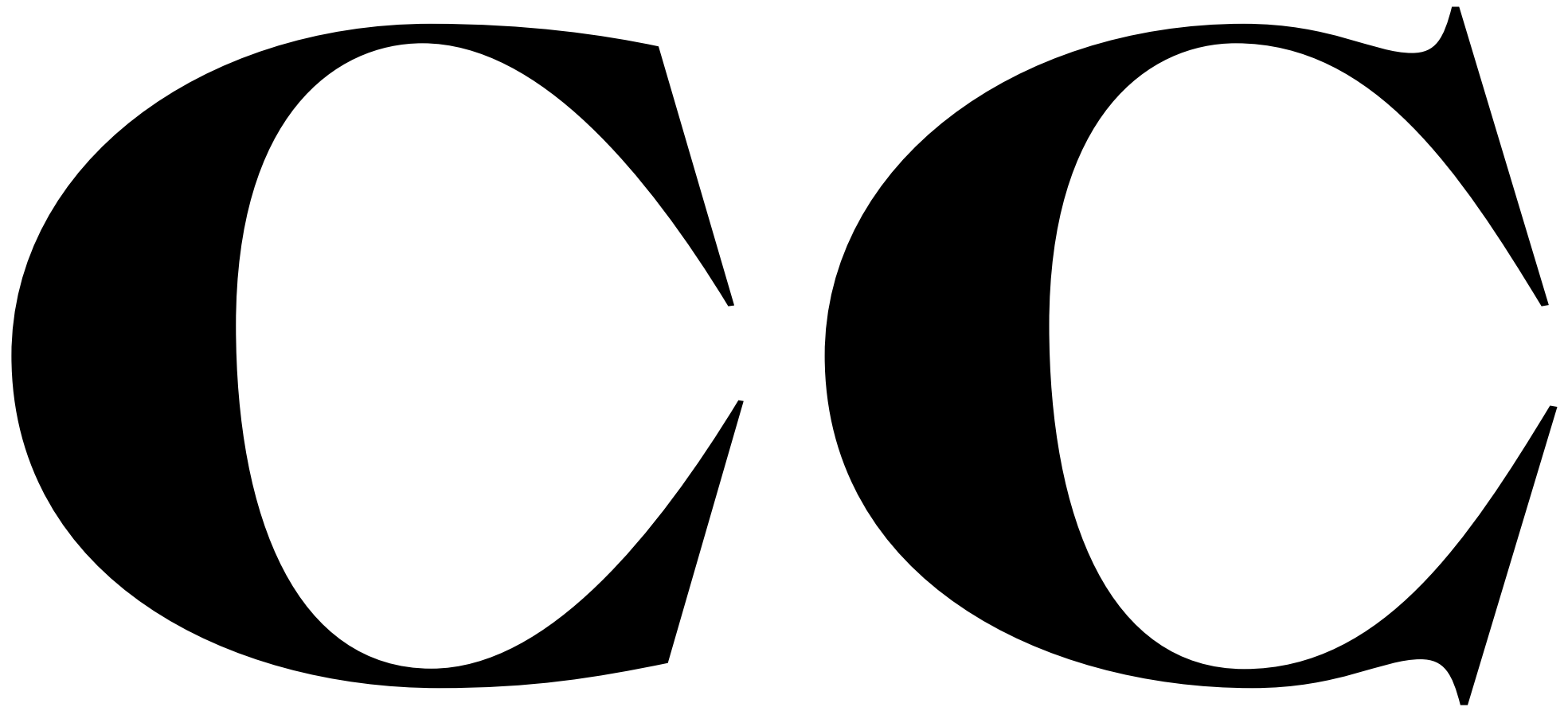
Keynotes

1 2 3 4 5
6 7 8 9 0

Cloud

Graphica

Virtuality



new**glyph**