A typeface, also known as a font, is a set of one or more fonts each consisting of glyphs that share common stylistic properties. In other words, typefaces are different versions of individualized fonts. Typeface is an expression that can be confused with the term "font". Some typefaces are distinguished by size, weight, style, and color; others by their style of letter-spacing, punctuation marks and capitalization. The design of a text element in a specific typeface is called a typeface design and the manner in which the letters in that element appear in relation to one another is called text setting, letter spacing or tracking. The term font is used to denote a particular size and style of typeface designed for use at a designated point size. A specialty or display font refers to fonts that have been specifically set for use in print. These include such glyph alternatives as bold fonts (such as bold, italic) and script fonts (e.g., old English). Aside from typefaces designed specifically for print, there are specific fonts mentioned in type design standards or standards for font classification. These standards are intended to classify fonts by typographic feature rather than size, style or other characteristics. For example, fonts are described by number of glyphs, x-height (in units of picas), stroke width (the distance between the characters tops and bottoms) or even by location on a grid. The terms "typeface" and "font" are sometimes differentiated as follows:

The best known manufacturers of computer typefaces are Adobe Systems Incorporated, Apple Inc., Bitstream Inc. and ITC. Even though they are most often used on computer screens, computer typefaces can also be printed with a printing press or a digital printer. People who affect the design of fonts for computer screen use may be called "typographers". Type designers who develop fonts for general use are "type designers". Other types of typeface include handwriting fonts, Dingbats and Text Faces. With the advent of digital typography, personal computers were able to produce usable typesetting programs directly from digital font files. Web browsers now employ font rendering software such as webfonts which can mimic many aspects of traditional typography, including font size and leading. One of the main limitations of digital type is that some fonts may be too large to fit within the available memory of one computer system, so they are broken into fragments and distributed on floppy discs or CD-ROMs. Most commonly, the individual glyphs are represented by bitmaps (similar to raster graphics used on traditional computers), but sometimes vector graphics (such as Scalable Vector Graphics) are used. Other limitations include the inability to represent some sophisticated typographic effects such as oblique letter-forms, demibold with overshoot, small caps, ligatures and combinations thereof. Typefaces also cannot be embedded in PDF files because most PDF readers do not yet support TrueType fonts.

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