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(54) **APPAREL SYSTEMS, WEARABLE ITEM SYSTEMS, DECOR SYSTEMS, AND OTHER SYSTEMS AND DESIGNS**

Publication Classification

(51) **Int. Cl.**
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USPC *2/46; 2/69; 2/93; 2/88; 2/84; 2/102*

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Christien Tinsley, Sun Valley, CA (US);
David Delgado, Pasadena, CA (US)

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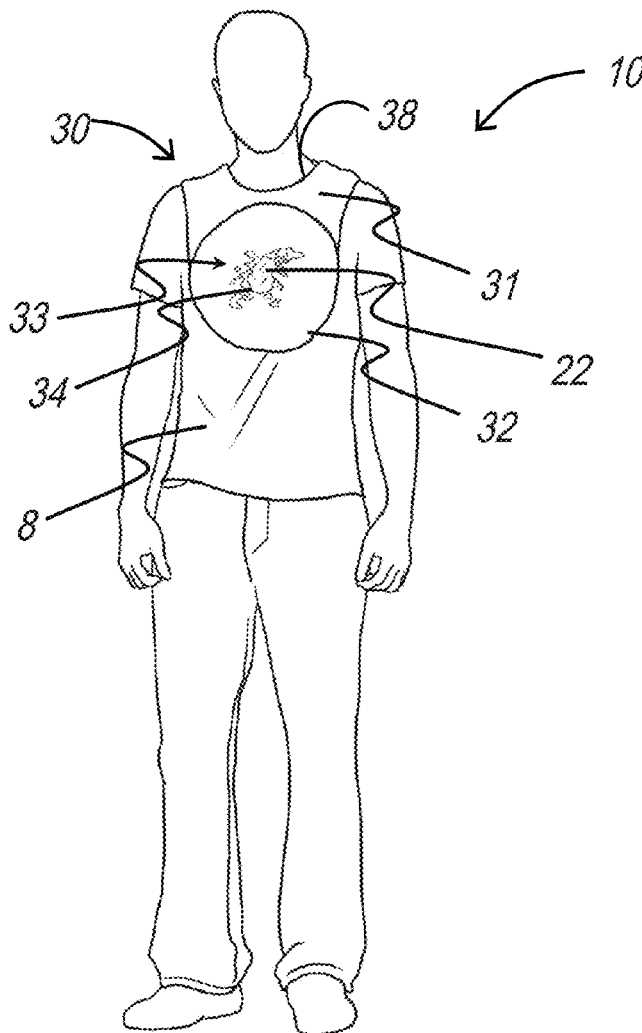
(57) **ABSTRACT**

(21) Appl. No.: **14/058,109**
(22) Filed: **Oct. 18, 2013**

Systems and methods for apparel, wearable items, decor items, and other apparatuses configured to support a handheld device configured to generate a display are presented. Some garments are presented that have a wearable pocket for at least partially supporting a handheld device configured to generate a display that is at least partially visible through one or more apertures in the garment. Some apparel systems are presented that are configured to display an animation through a wearable prop. Ornamental designs for surface indicia, including color surface indicia, are also presented.

Related U.S. Application Data

(63) Continuation of application No. 13/815,923, filed on Mar. 15, 2013.
(60) Provisional application No. 61/706,004, filed on Sep. 26, 2012.



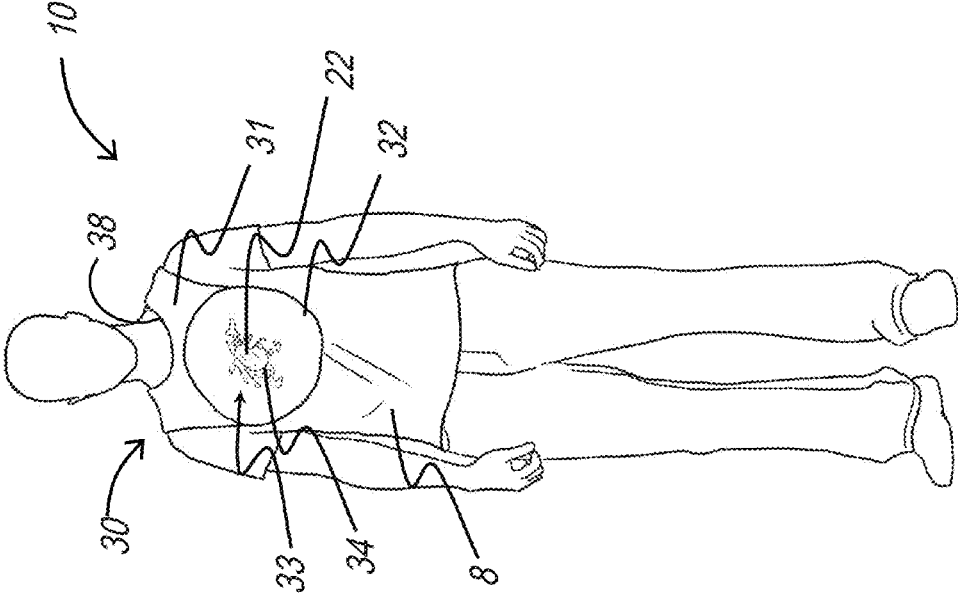


FIG. 1

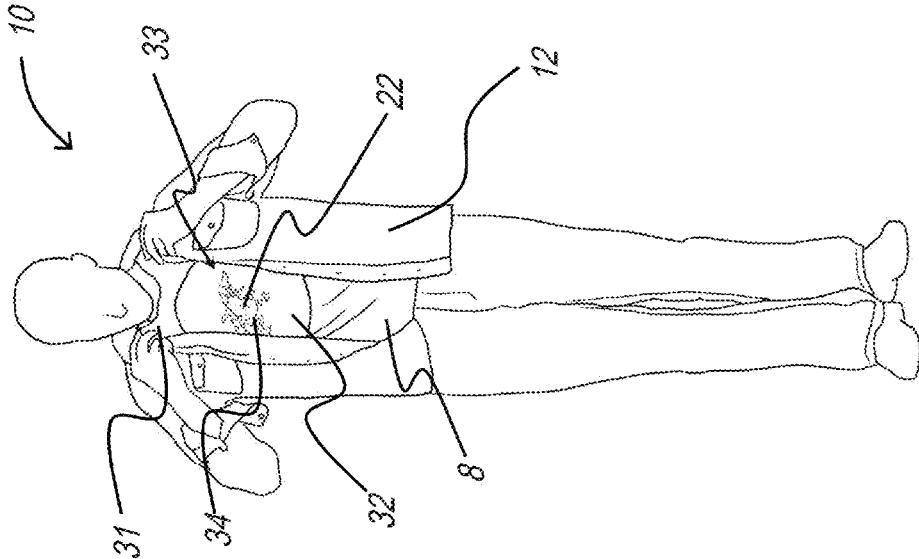


FIG. 2

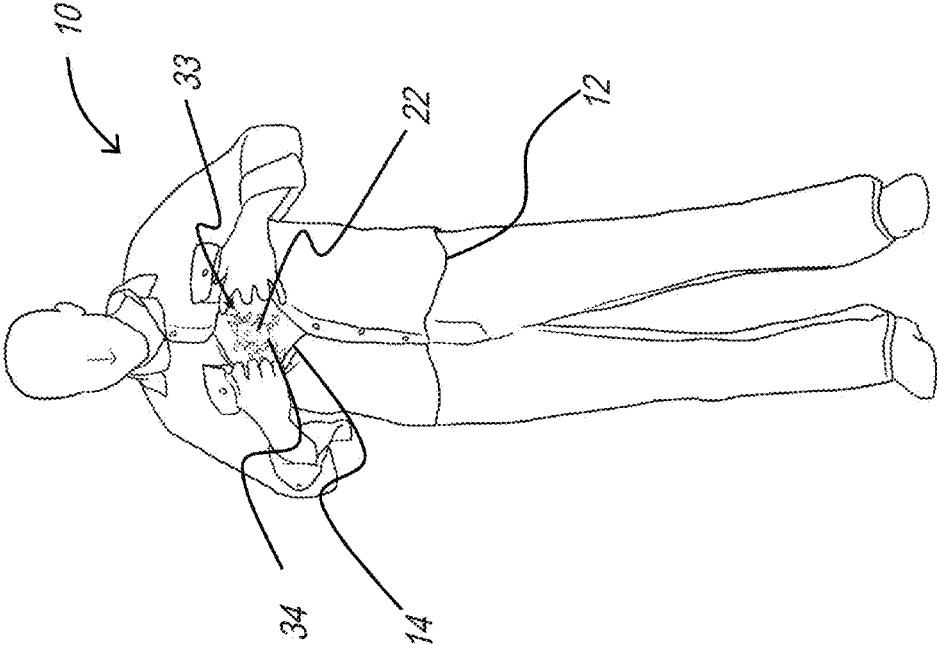


FIG. 3

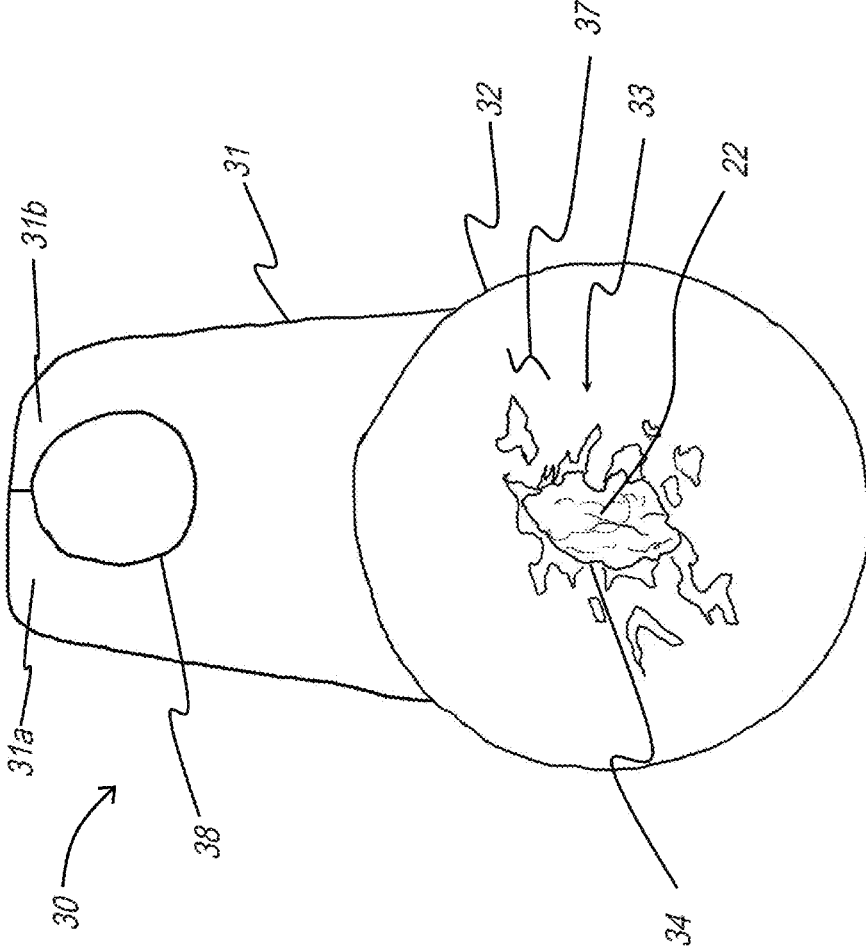


FIG. 4

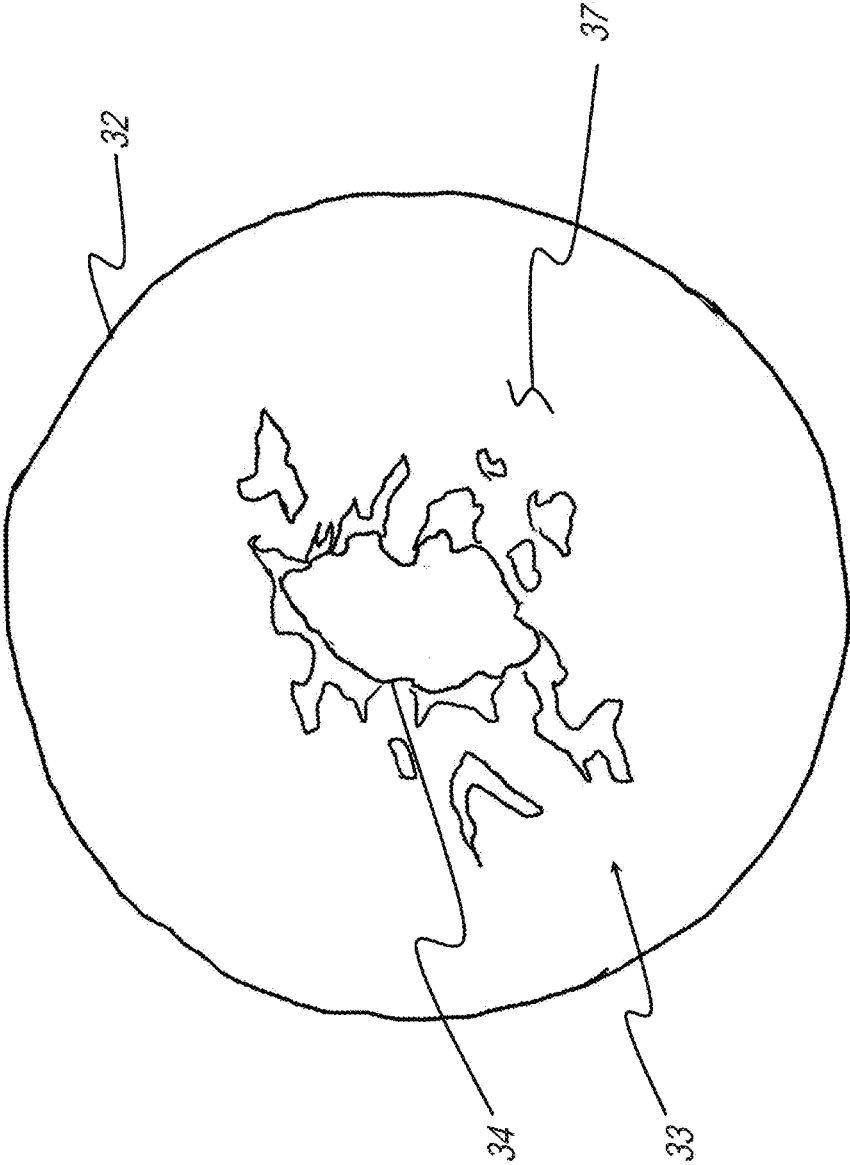


FIG. 5

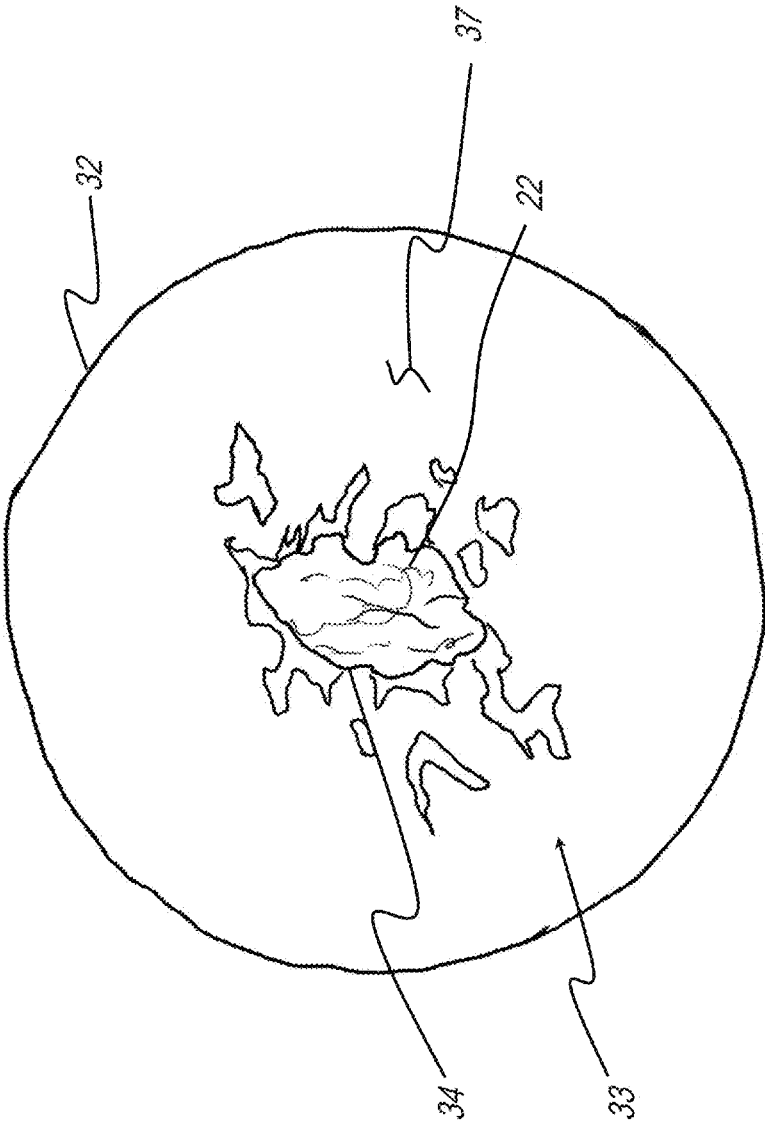


FIG. 6

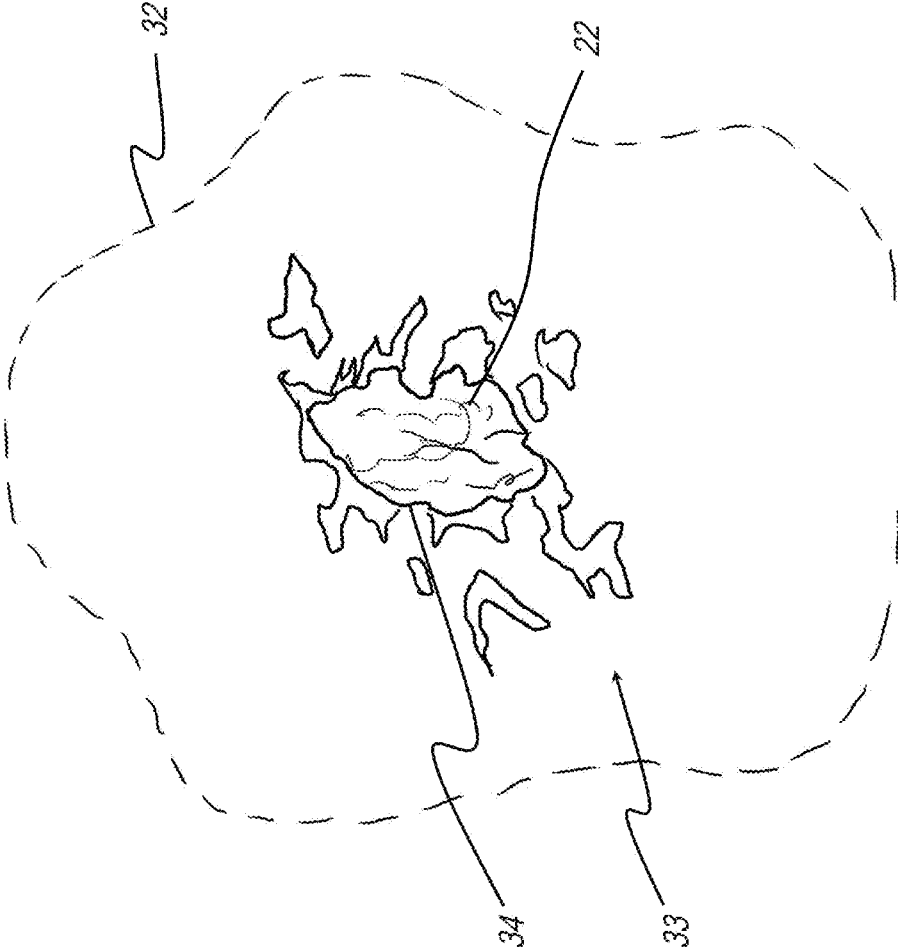


FIG. 7

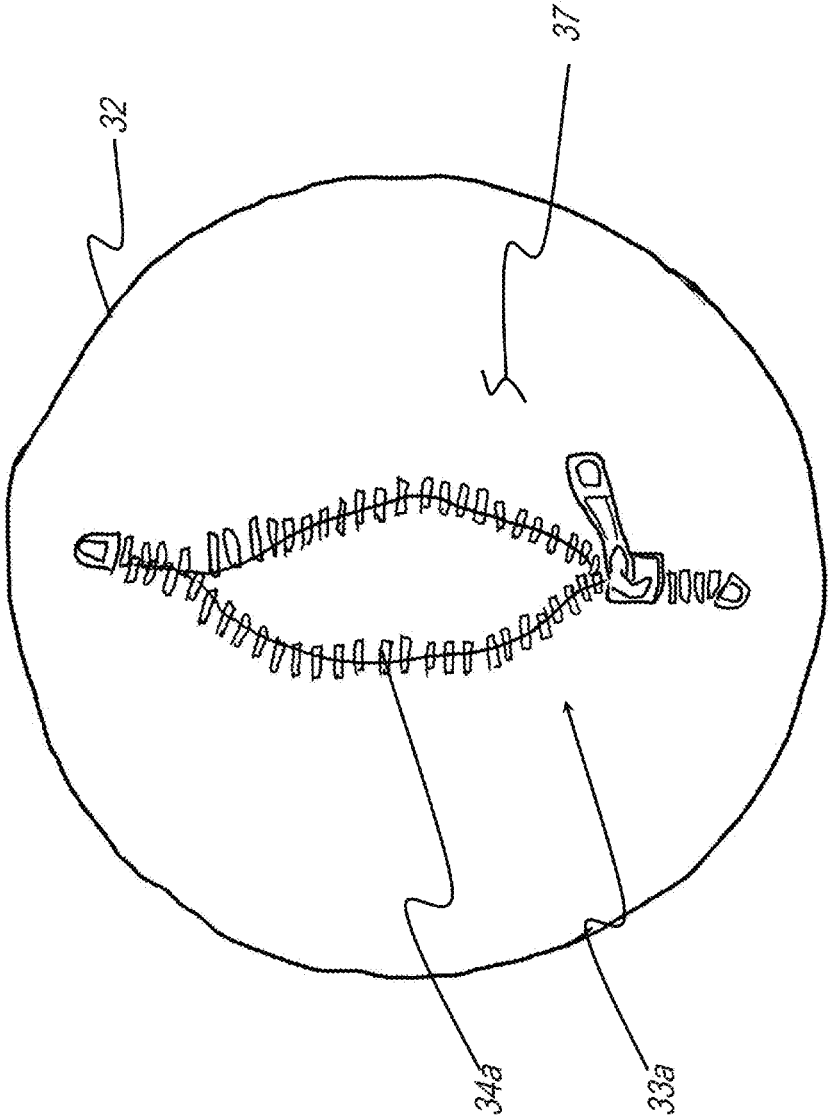


FIG. 8

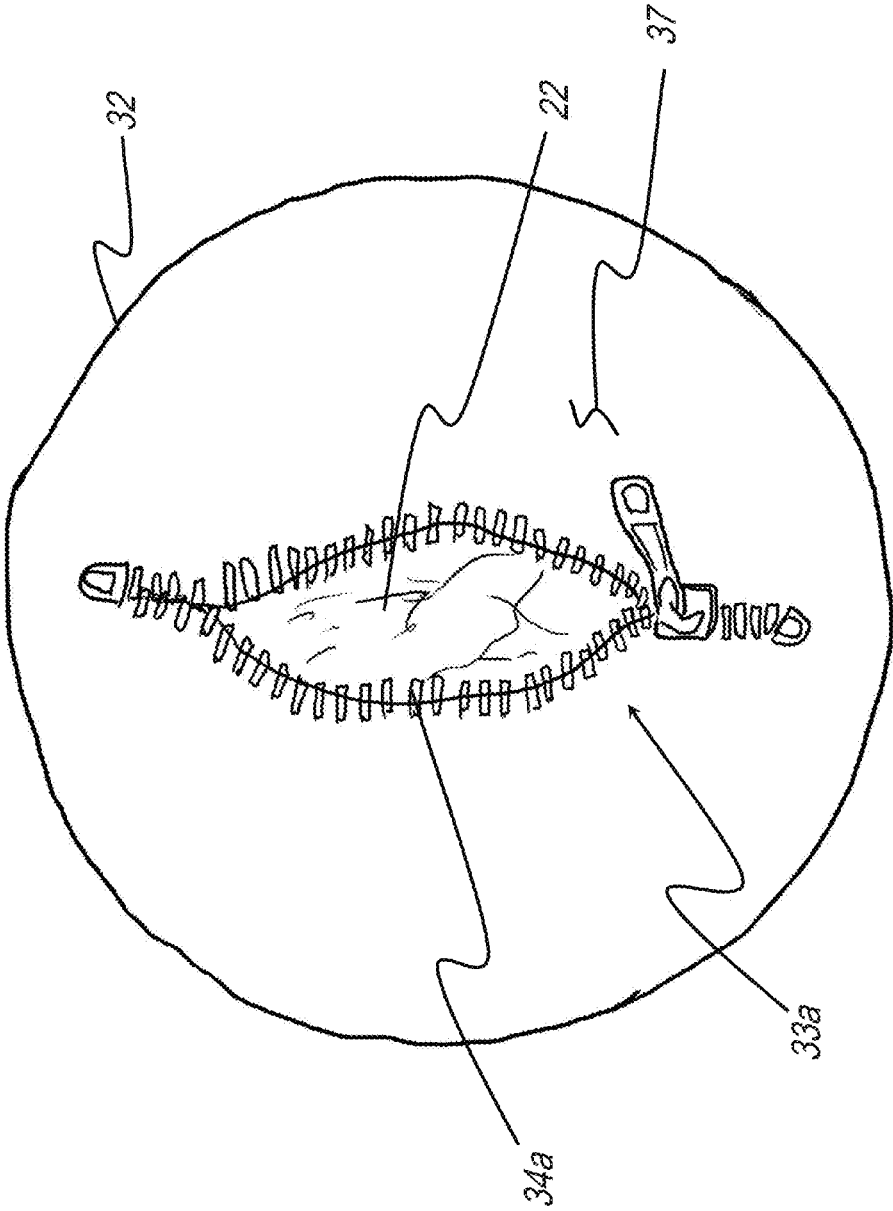


FIG. 9A

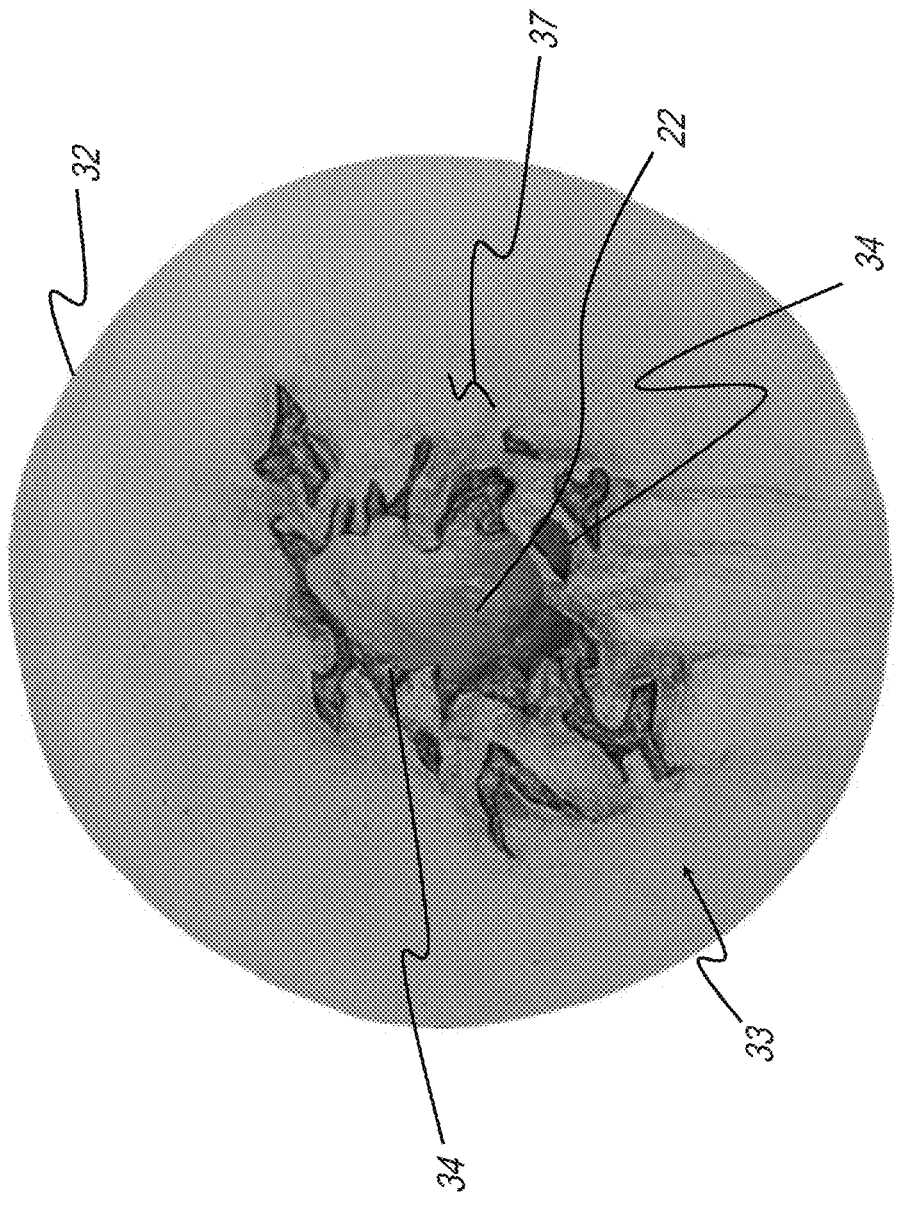


FIG. 9B

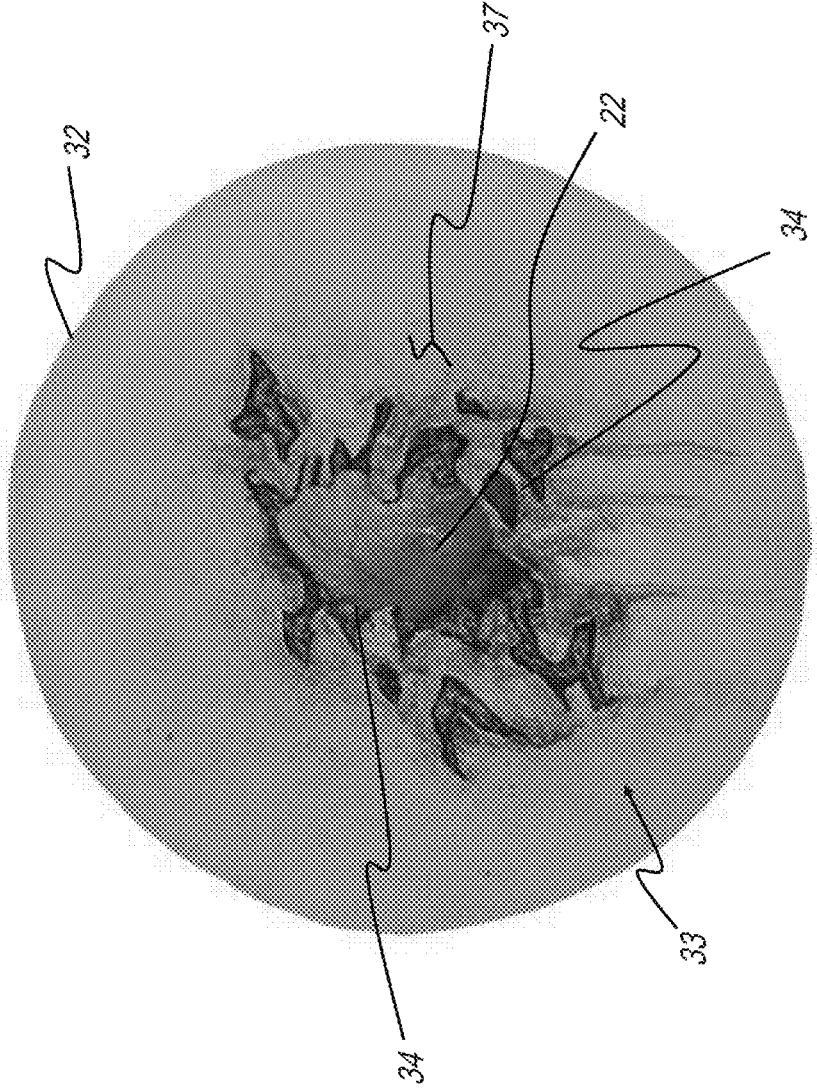


FIG. 9C

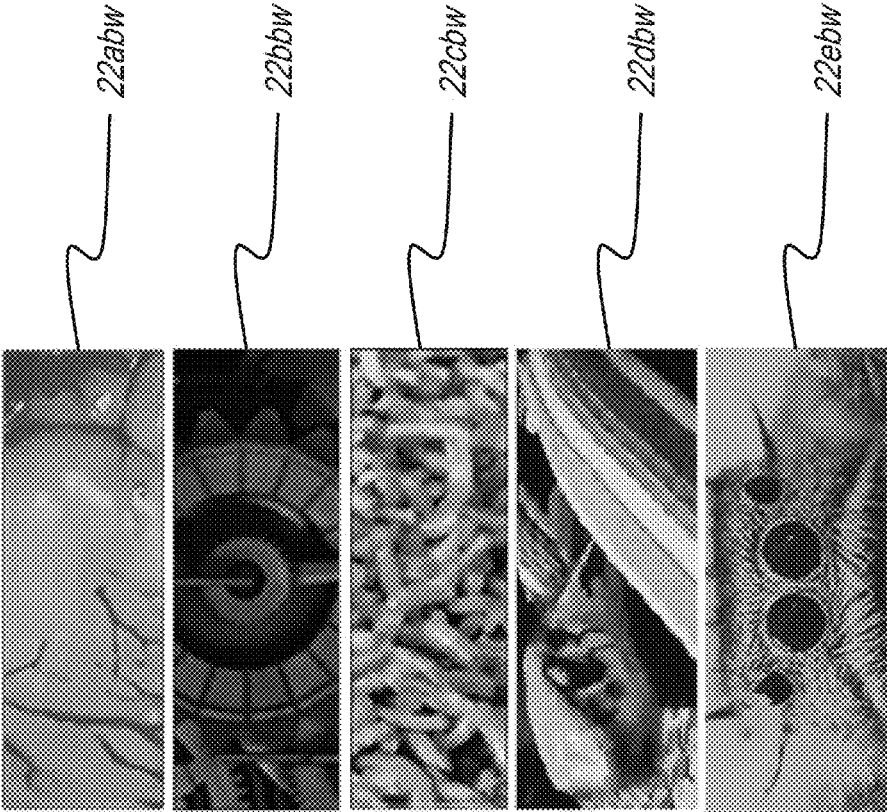


FIG. 9D

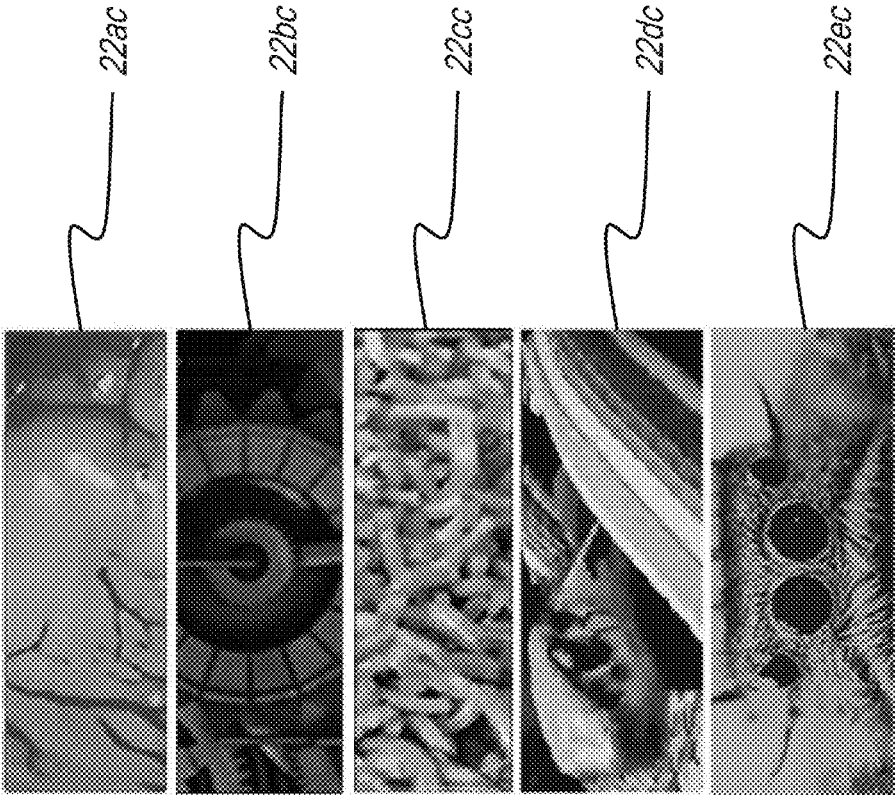


FIG. 9E

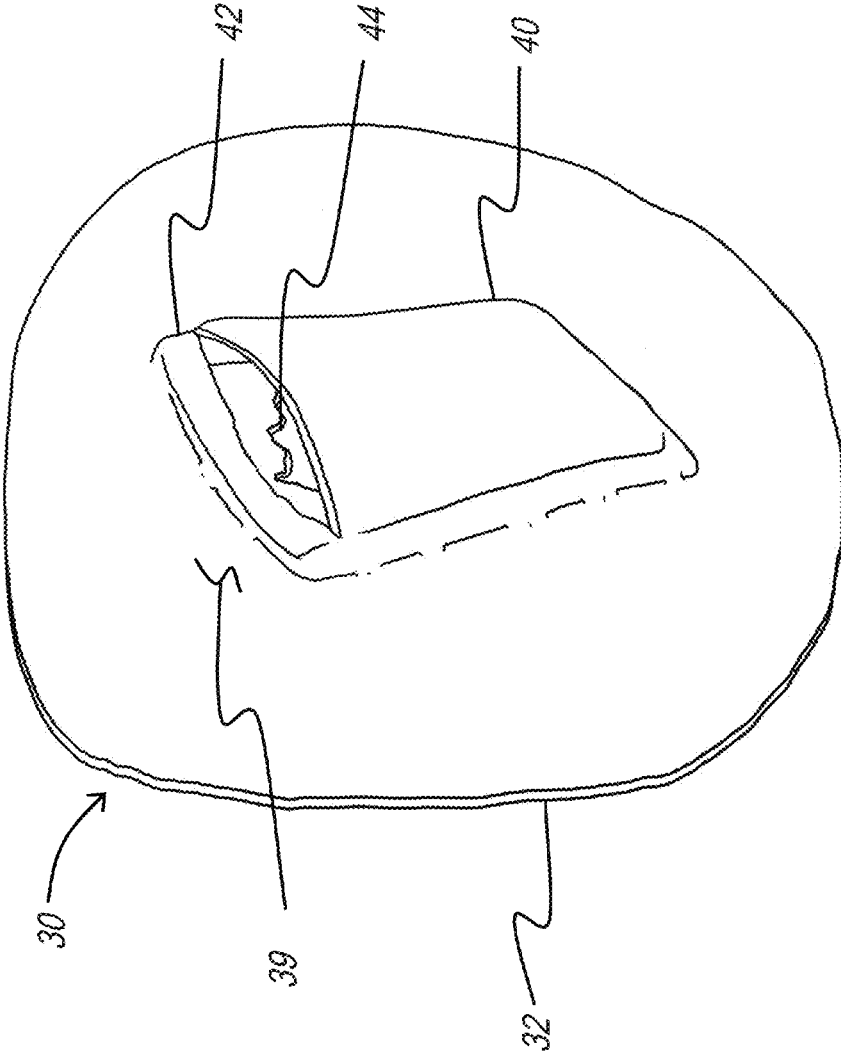


FIG. 10

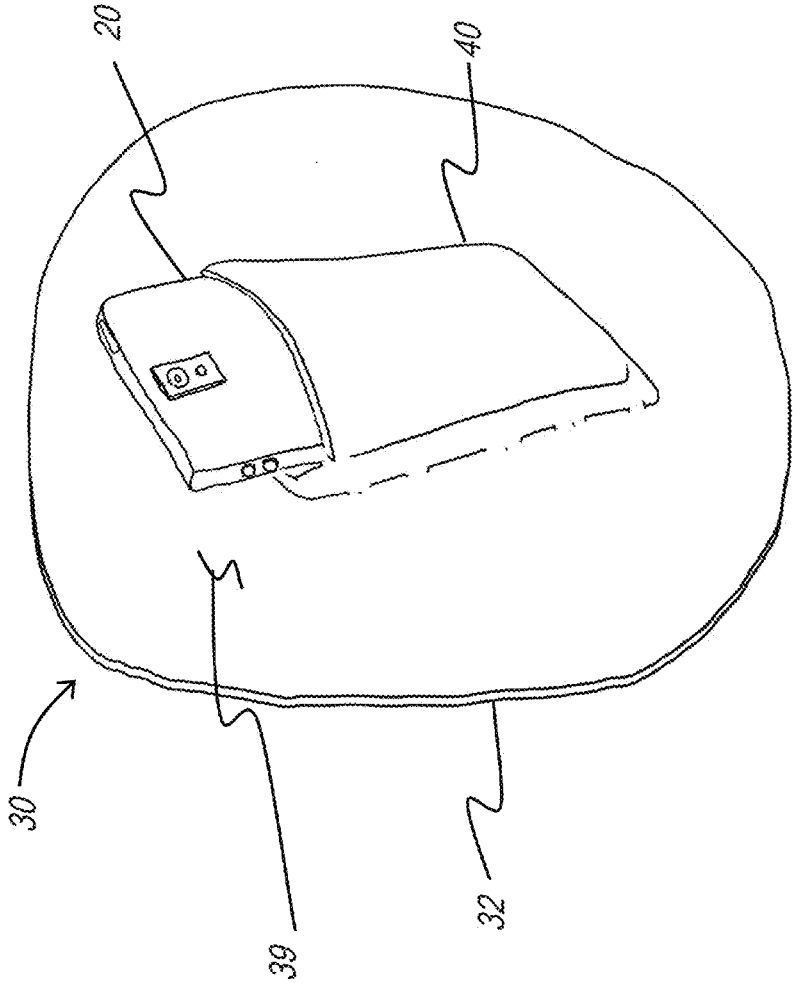


FIG. 11

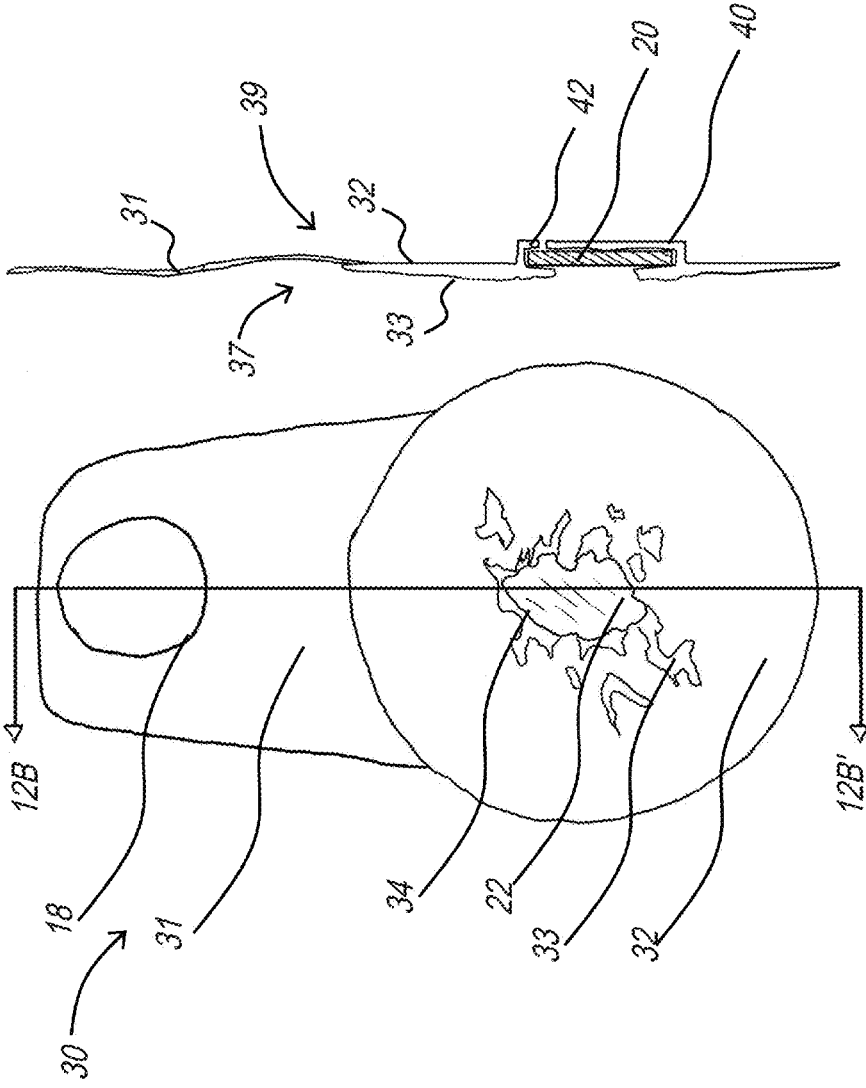


FIG. 12B

FIG. 12A

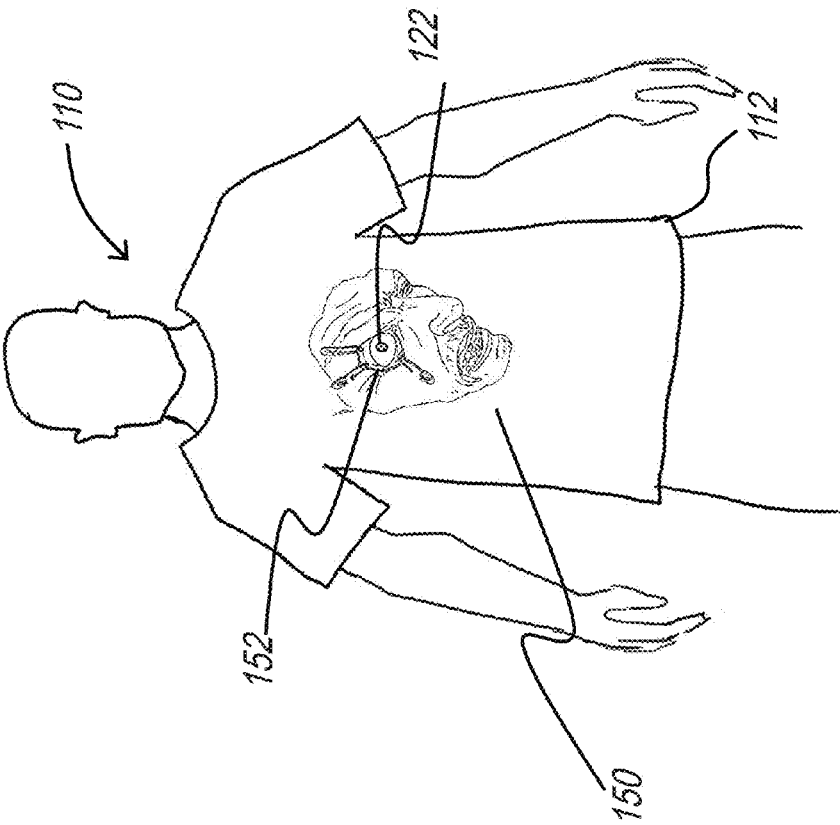


FIG. 13

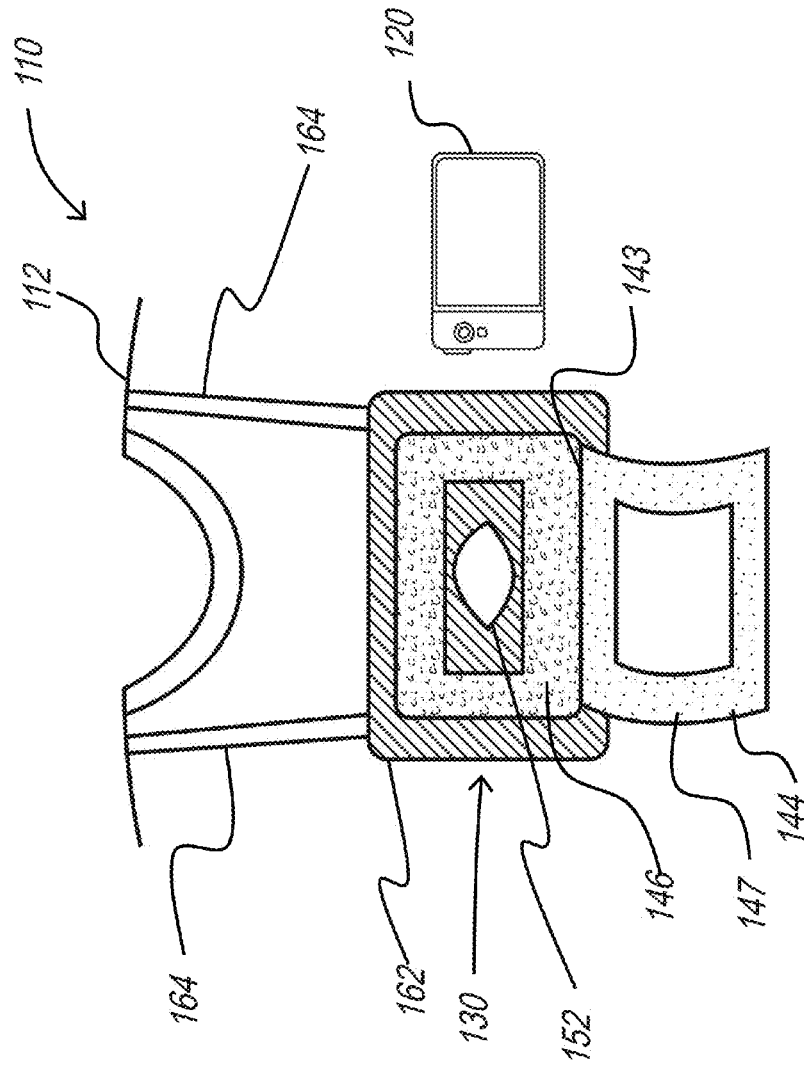


FIG. 14

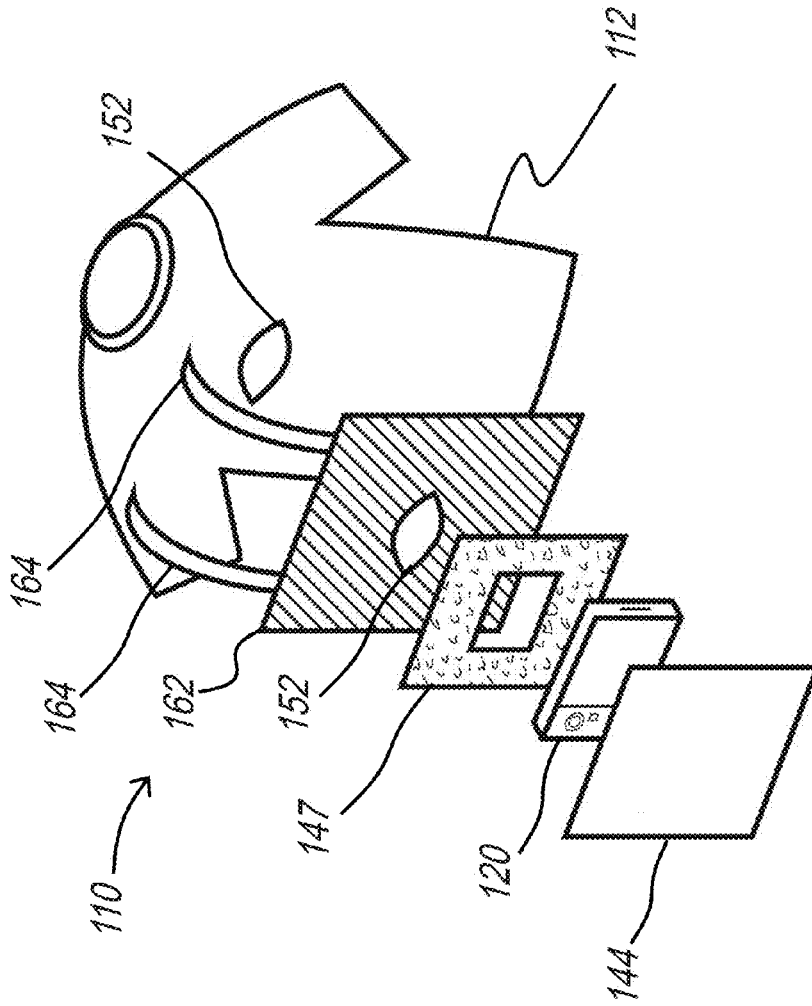


FIG. 15

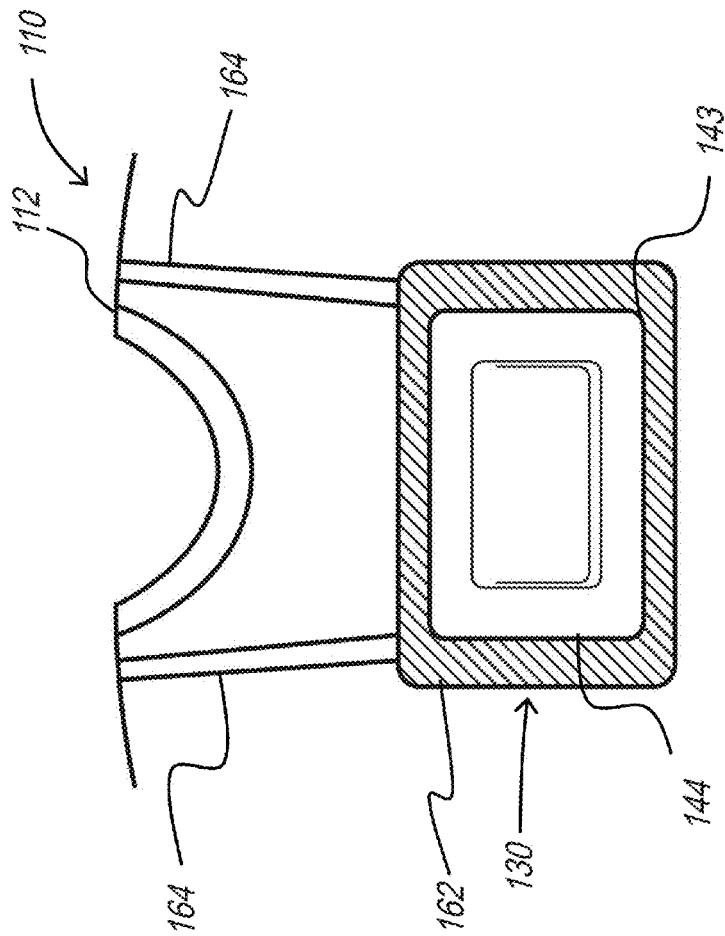


FIG. 16

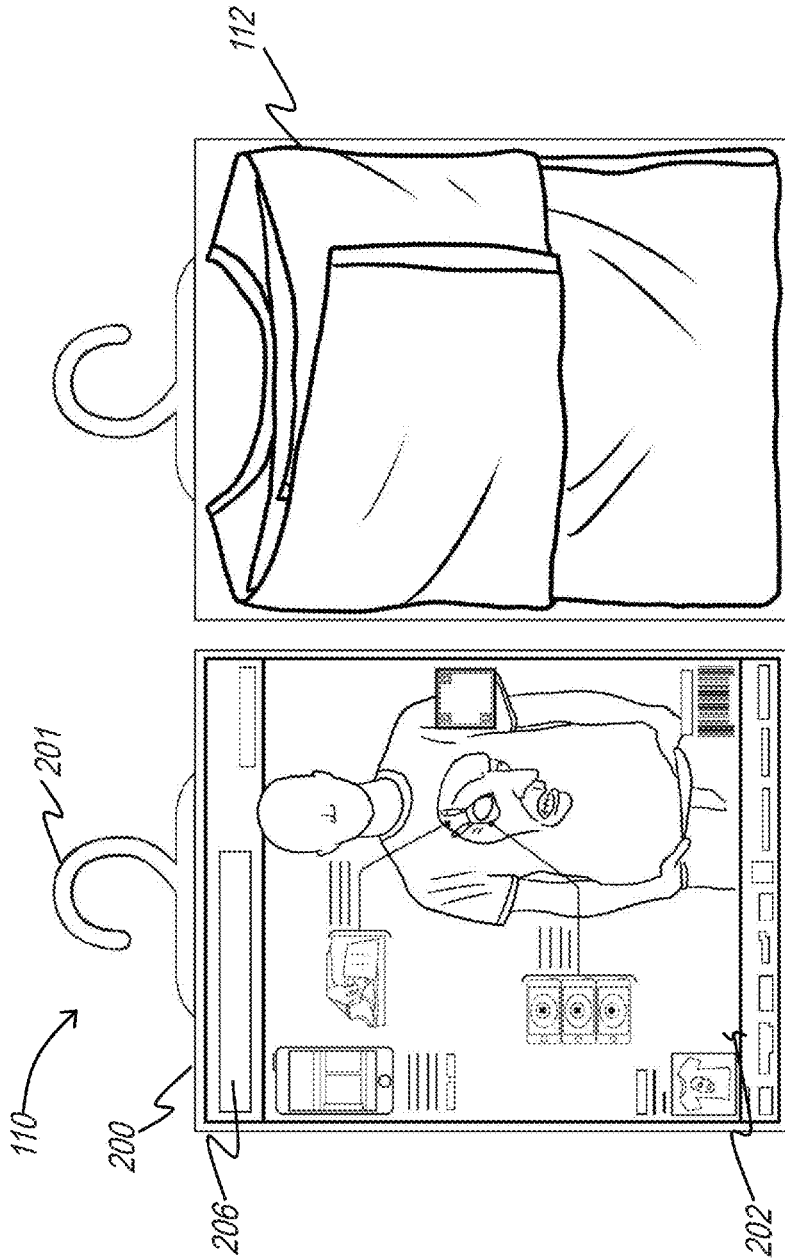
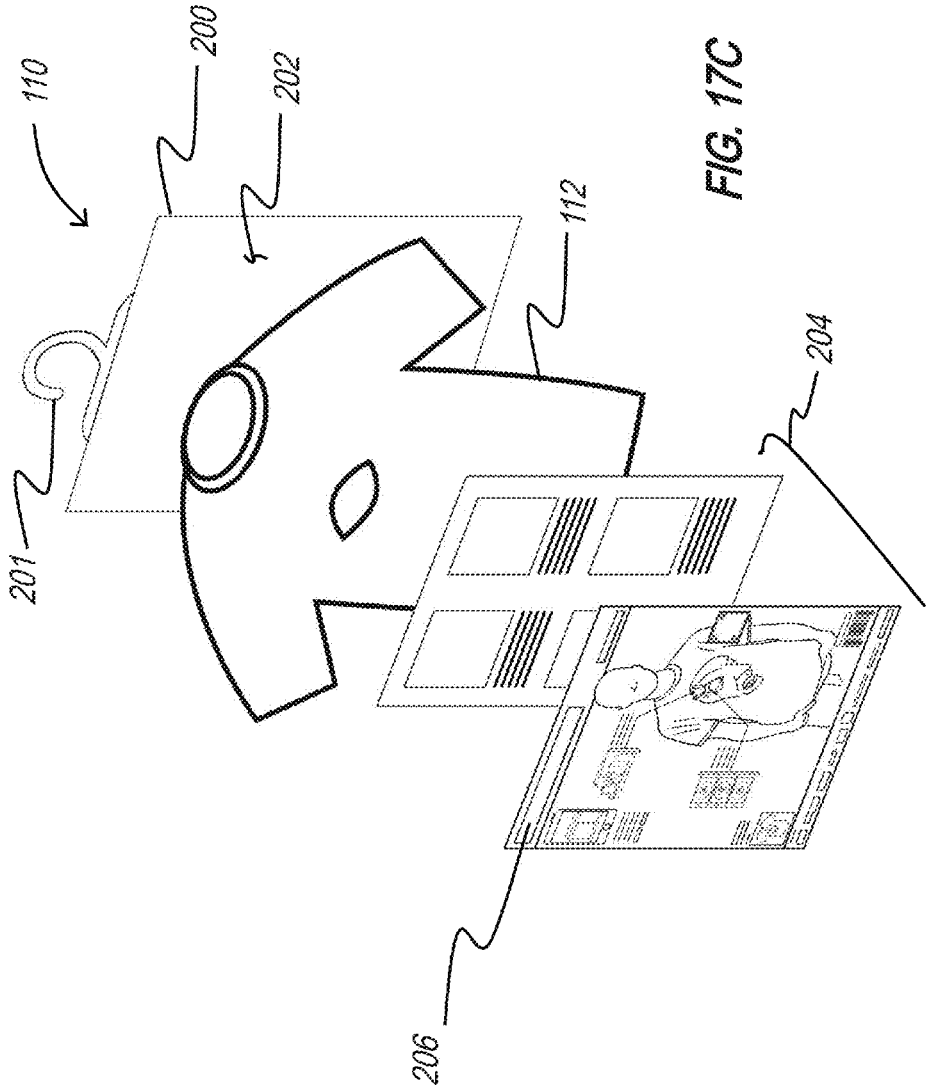
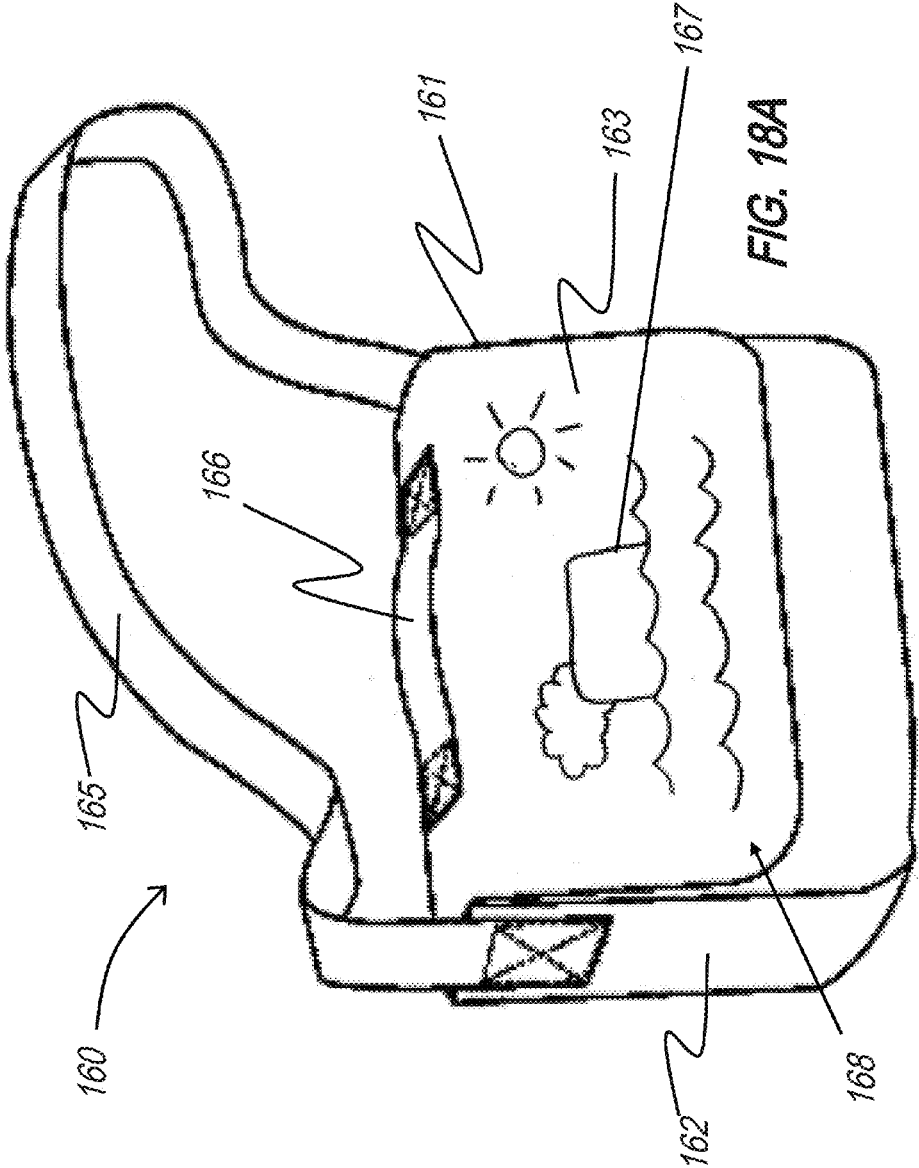
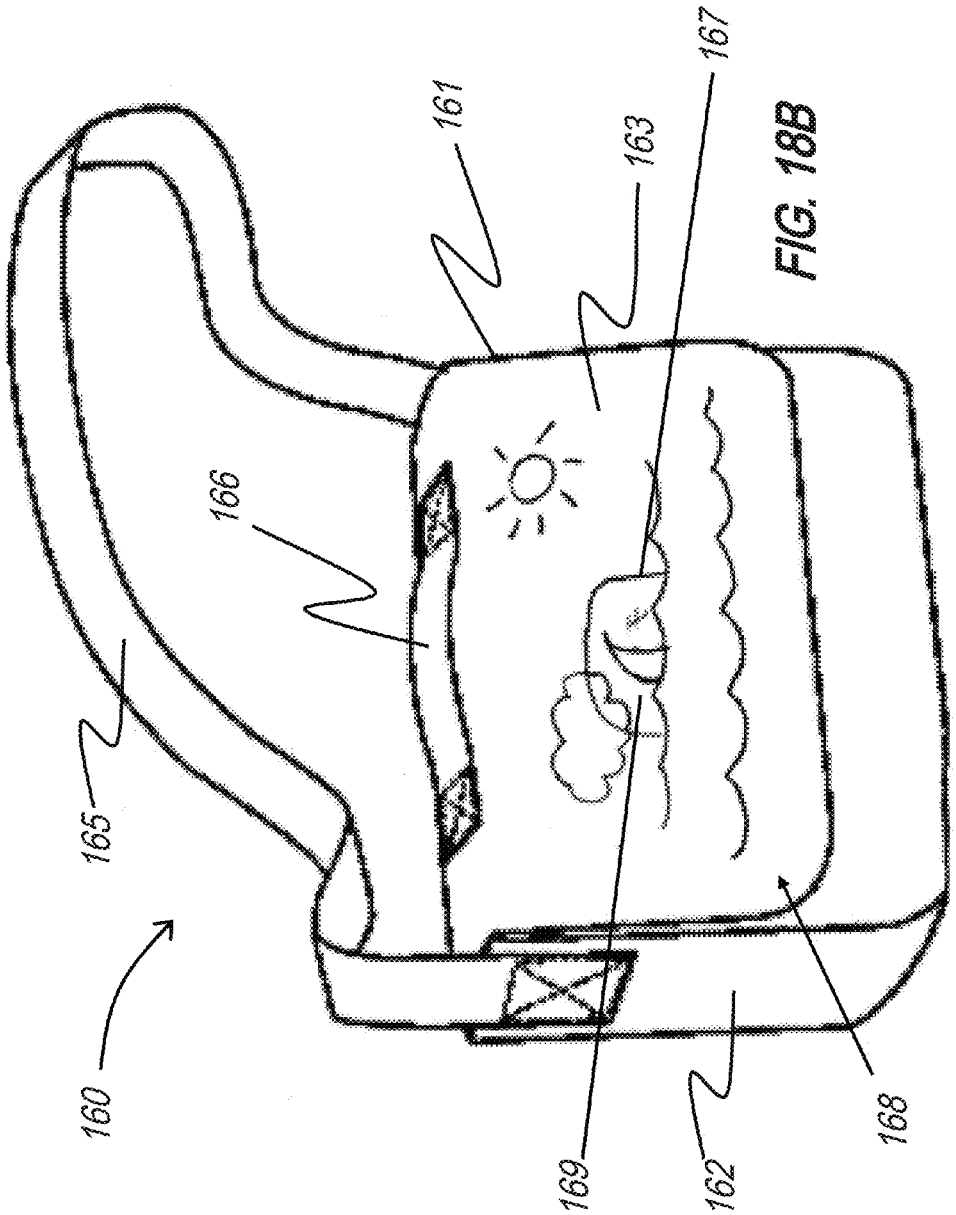


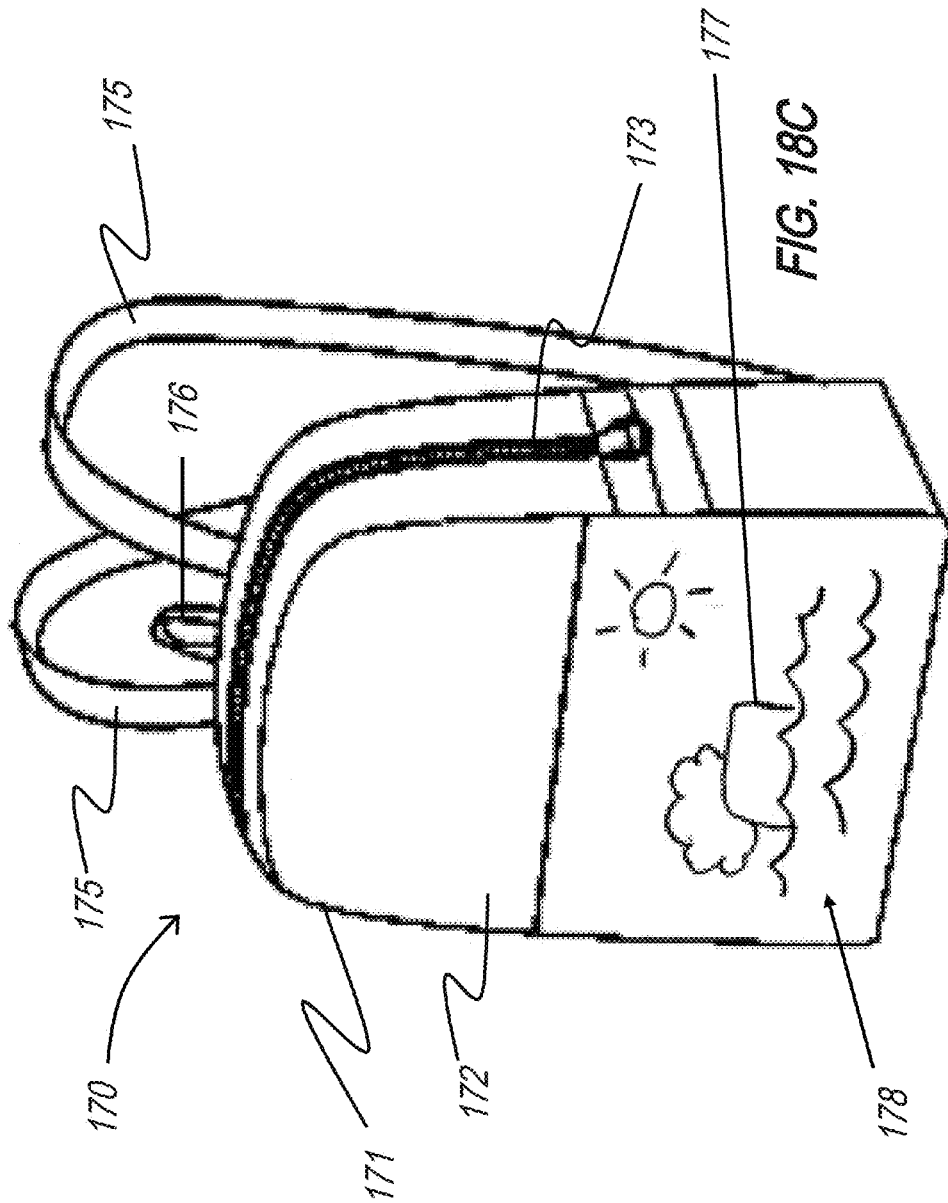
FIG. 17B

FIG. 17A









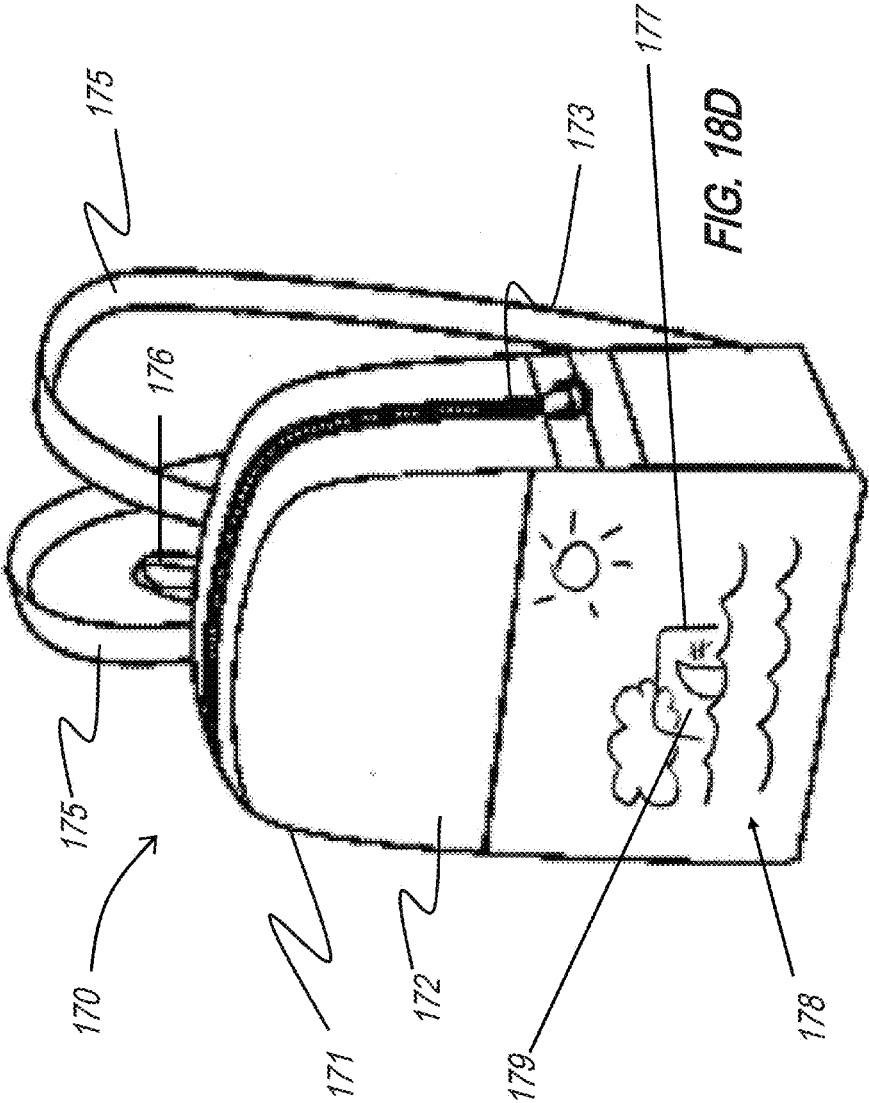


FIG. 18D



FIG. 19A



FIG. 19B



FIG. 19C

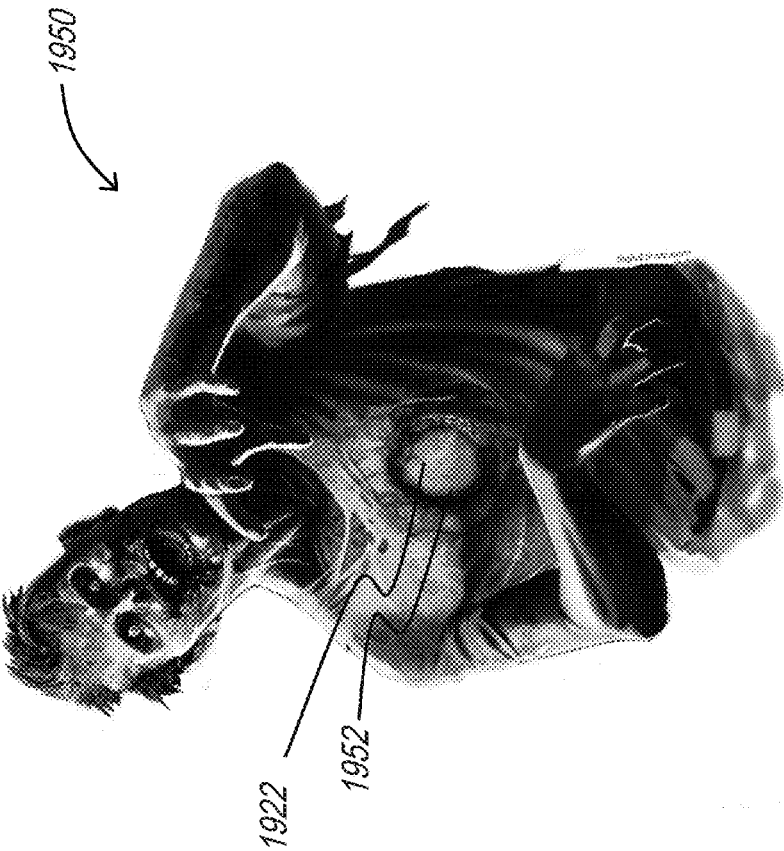


FIG. 19D

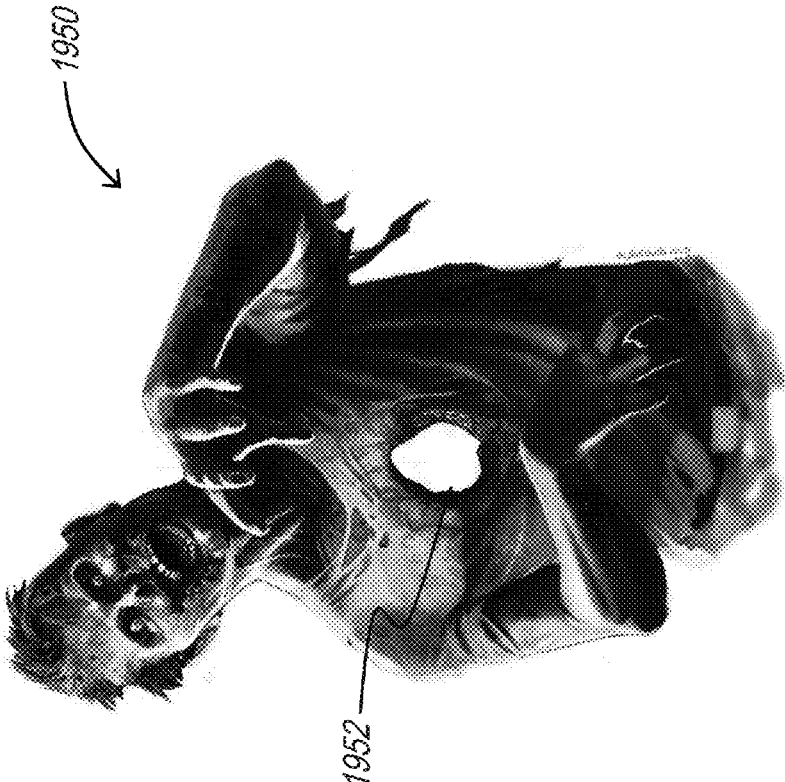


FIG. 19E

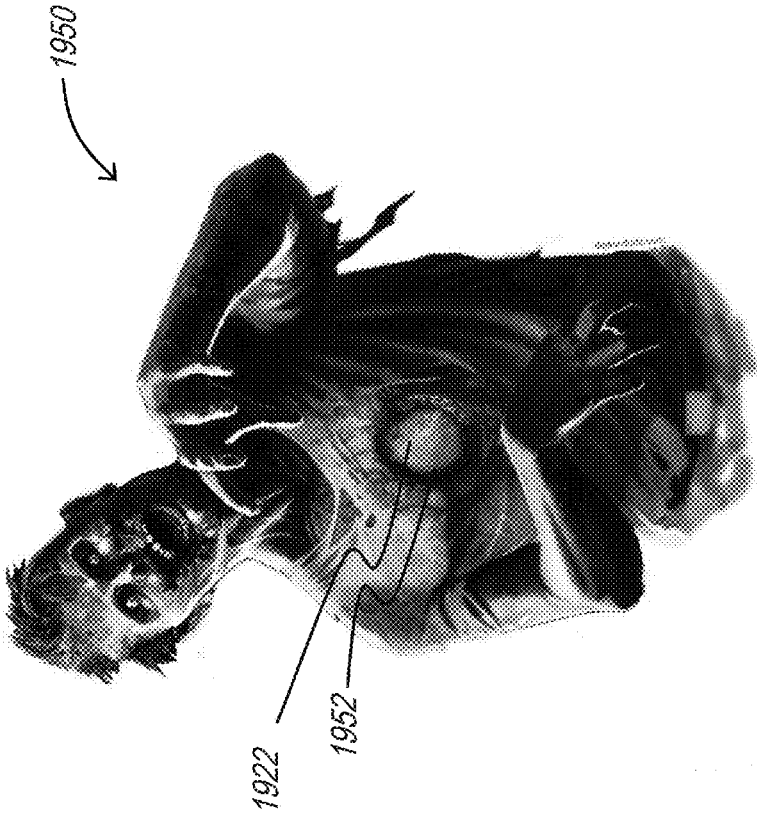


FIG. 19F



FIG. 20A



FIG. 20B



FIG. 20C



FIG. 20D



FIG. 20E



FIG. 20F

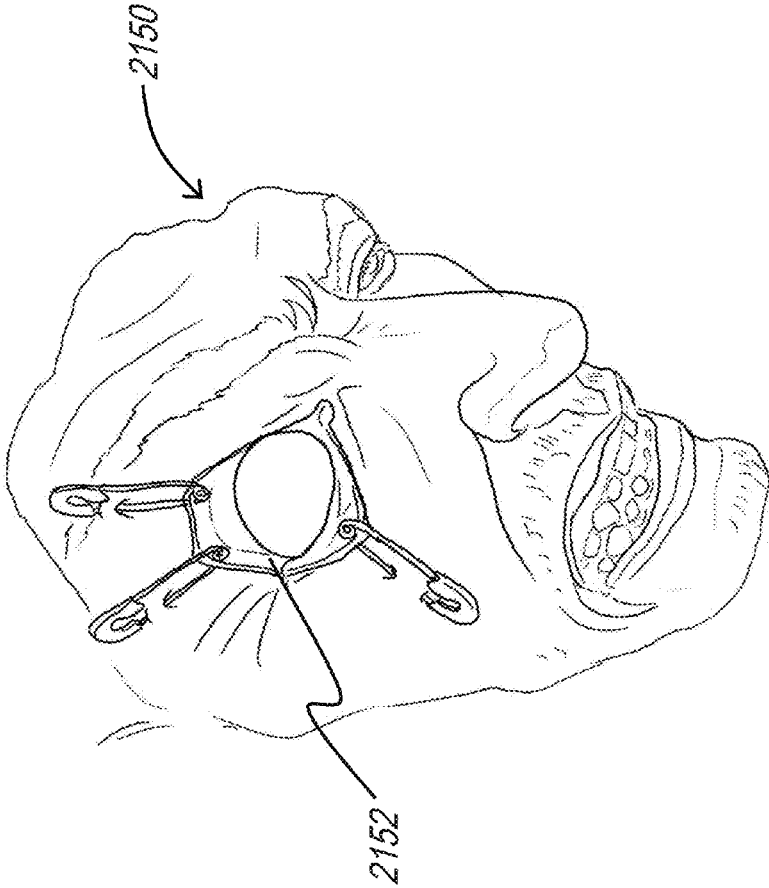


FIG. 21A

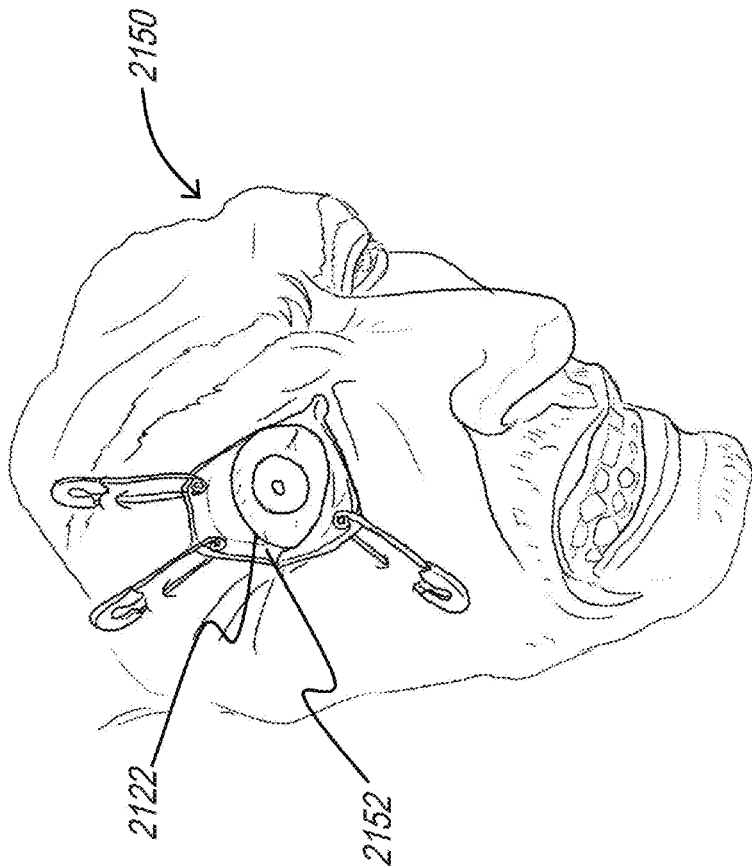


FIG. 21B

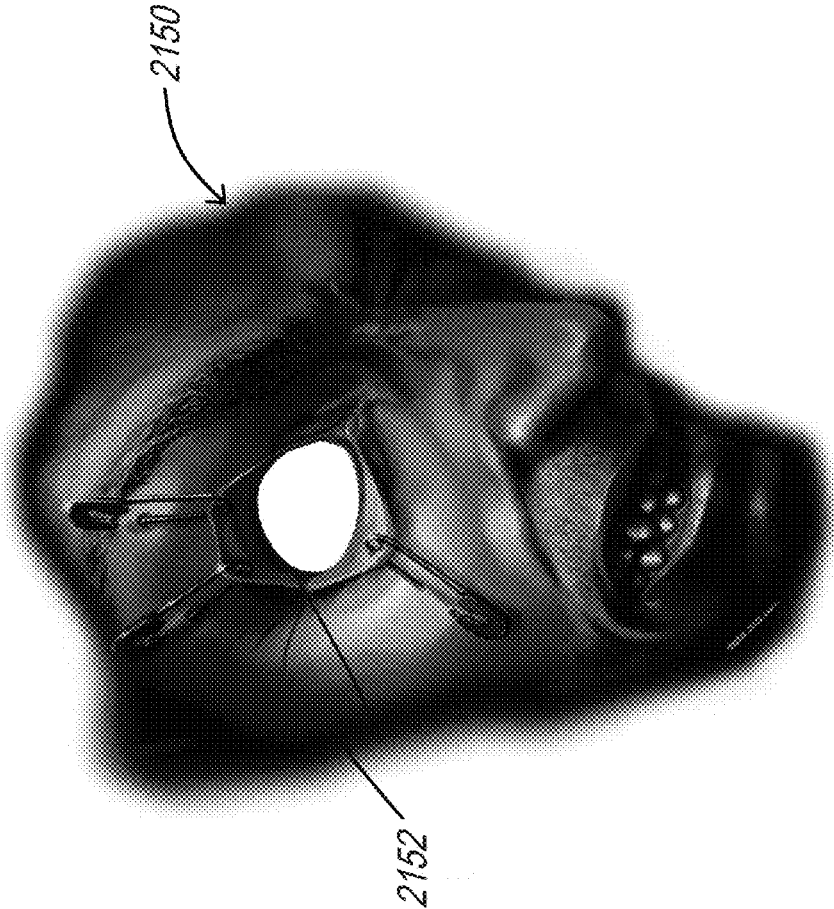


FIG. 21C

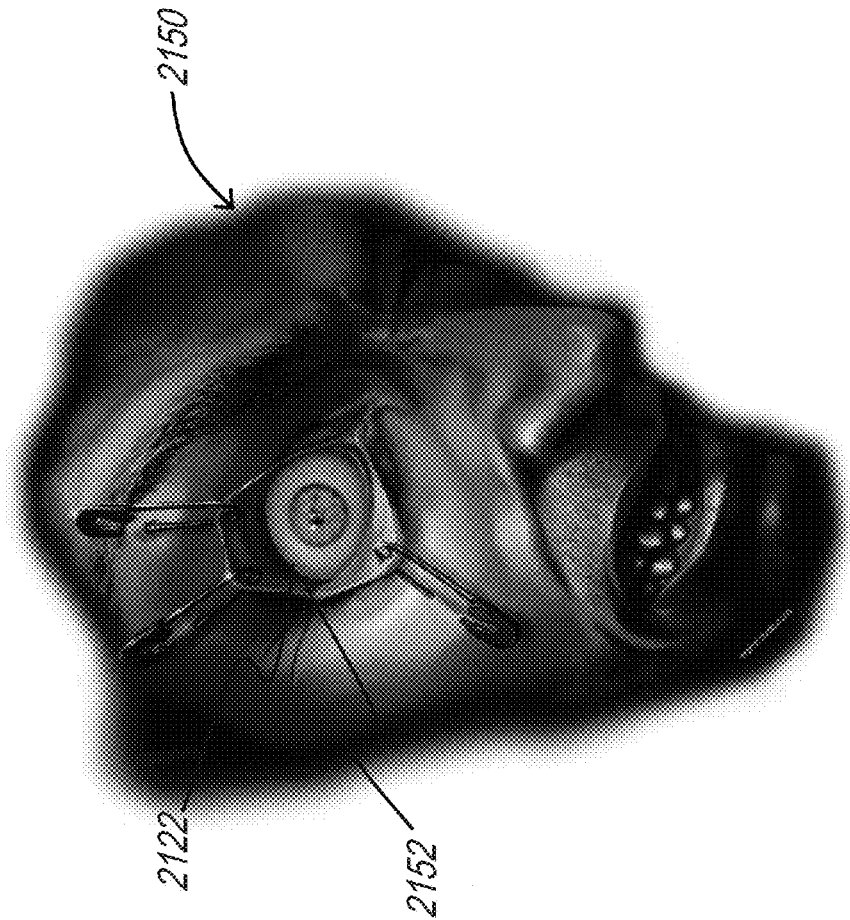


FIG. 21D

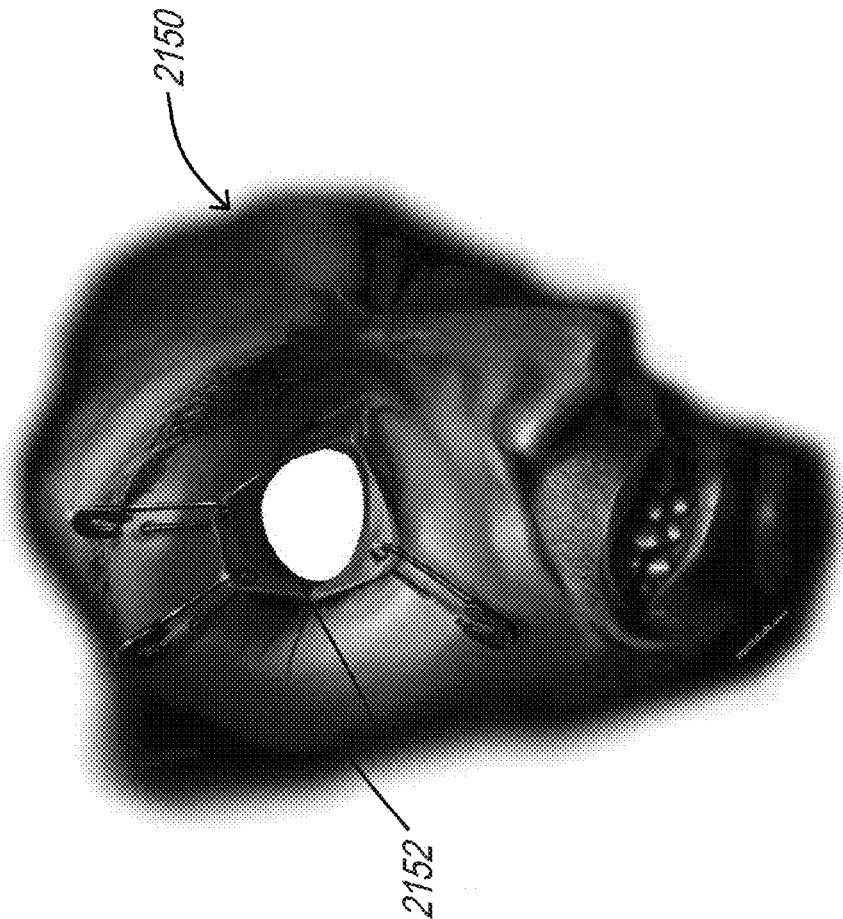


FIG. 21E

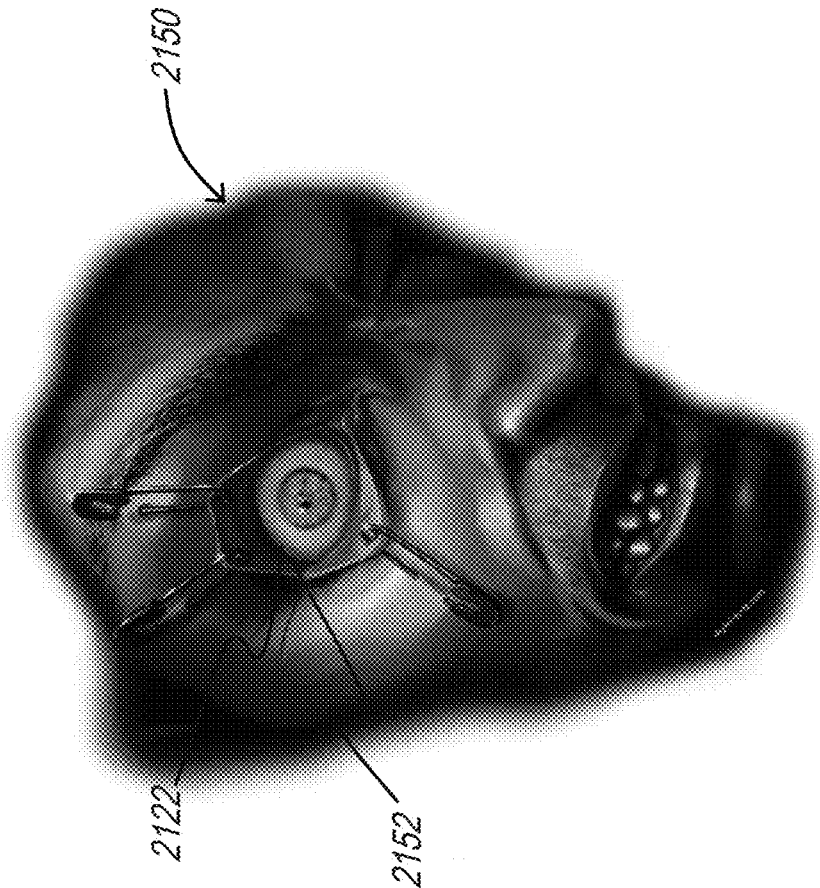


FIG. 21F

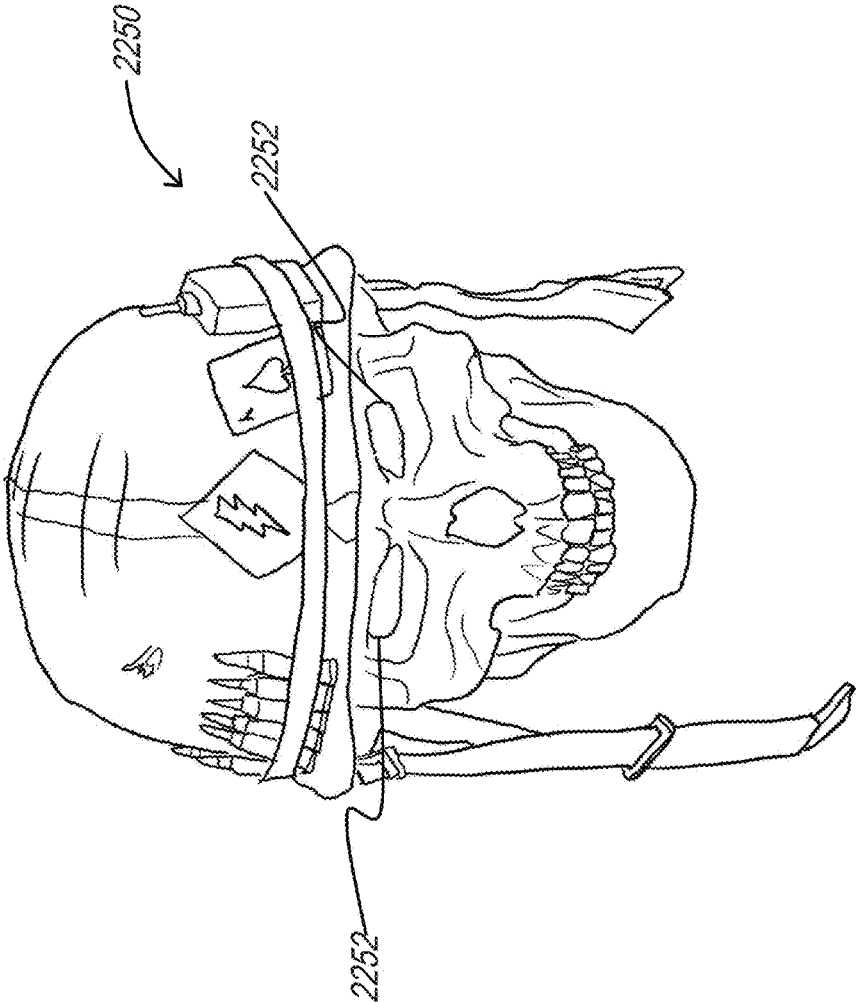


FIG. 22A

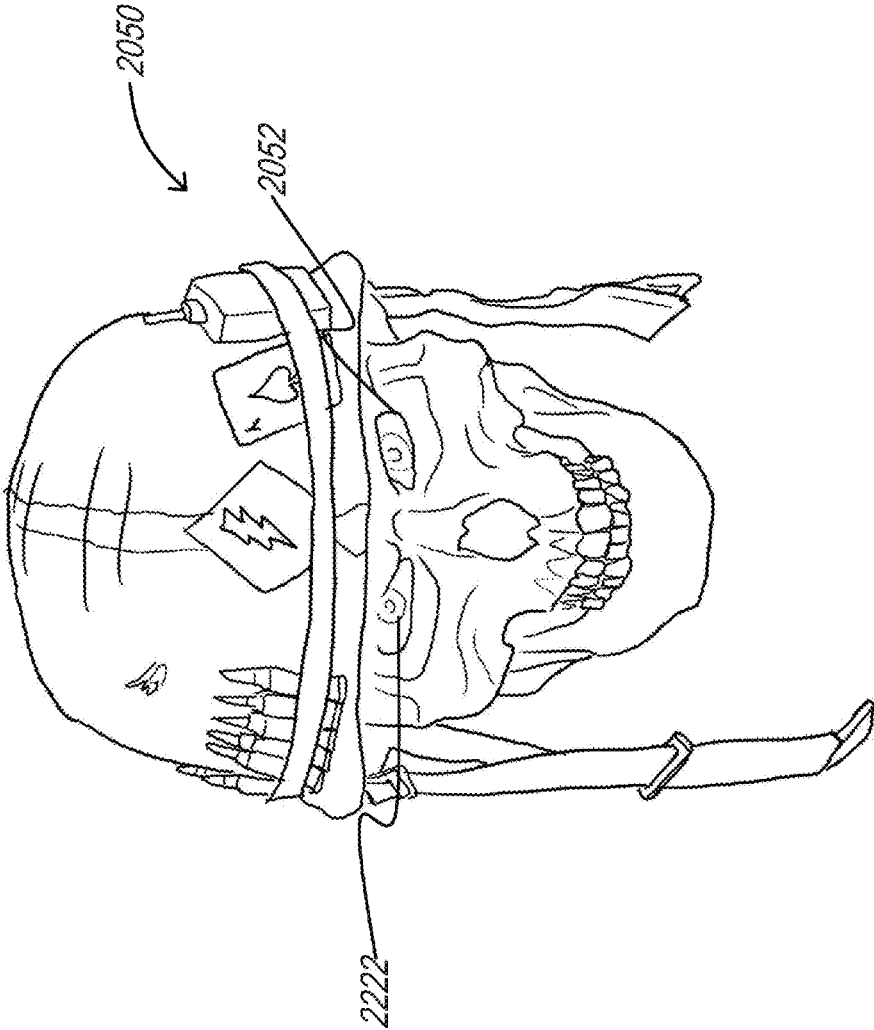


FIG. 22B

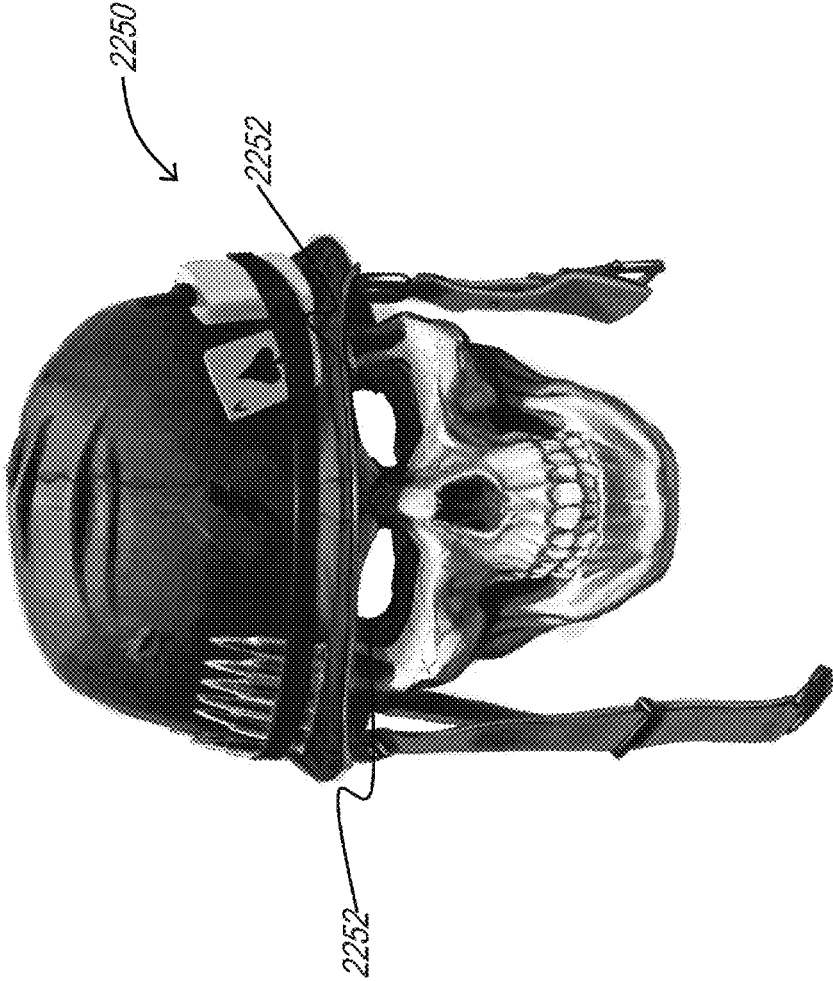


FIG. 22C

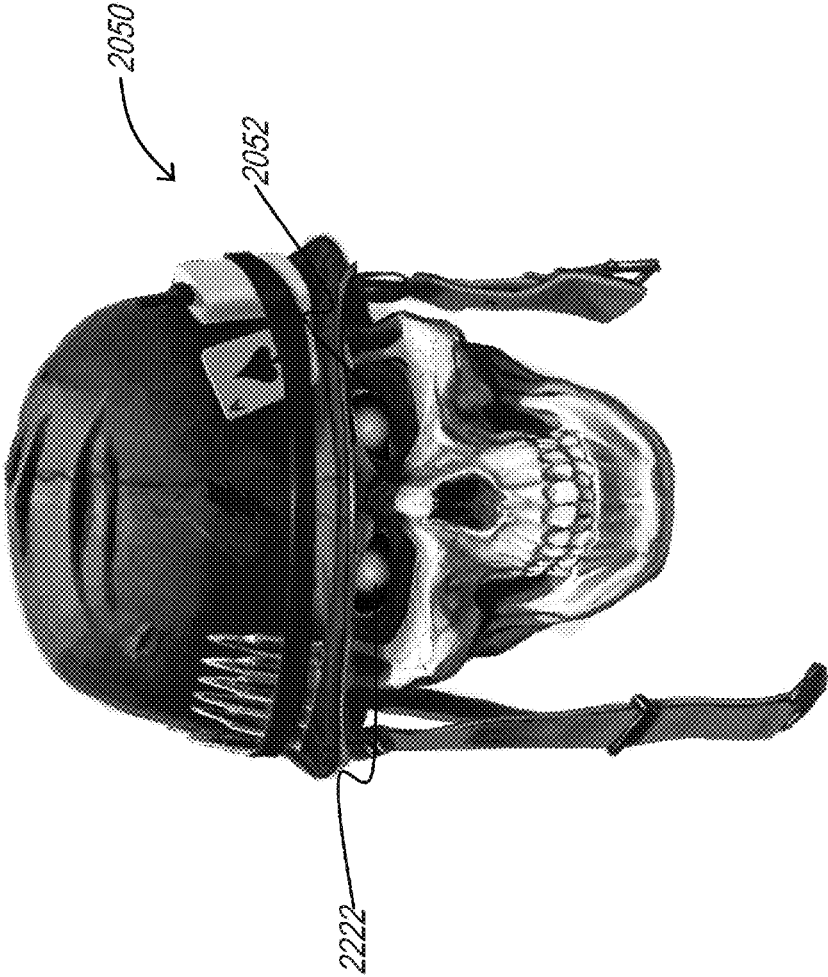


FIG. 22D

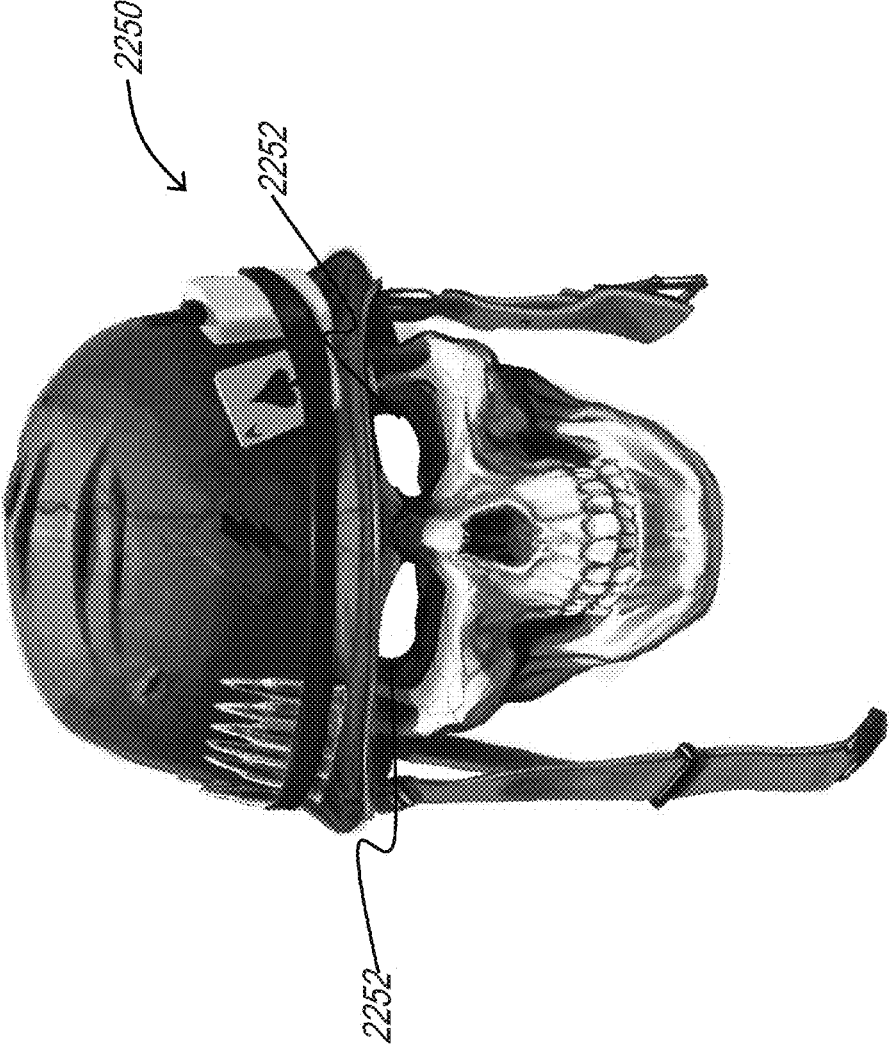


FIG. 22E

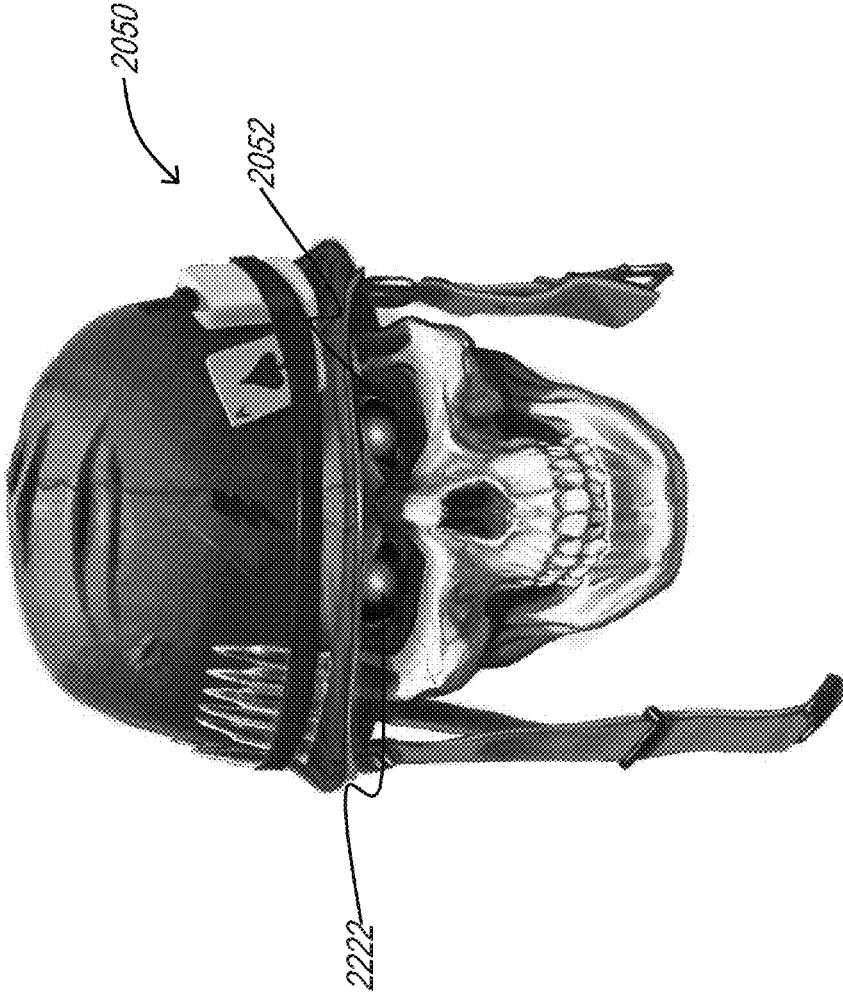


FIG. 22F

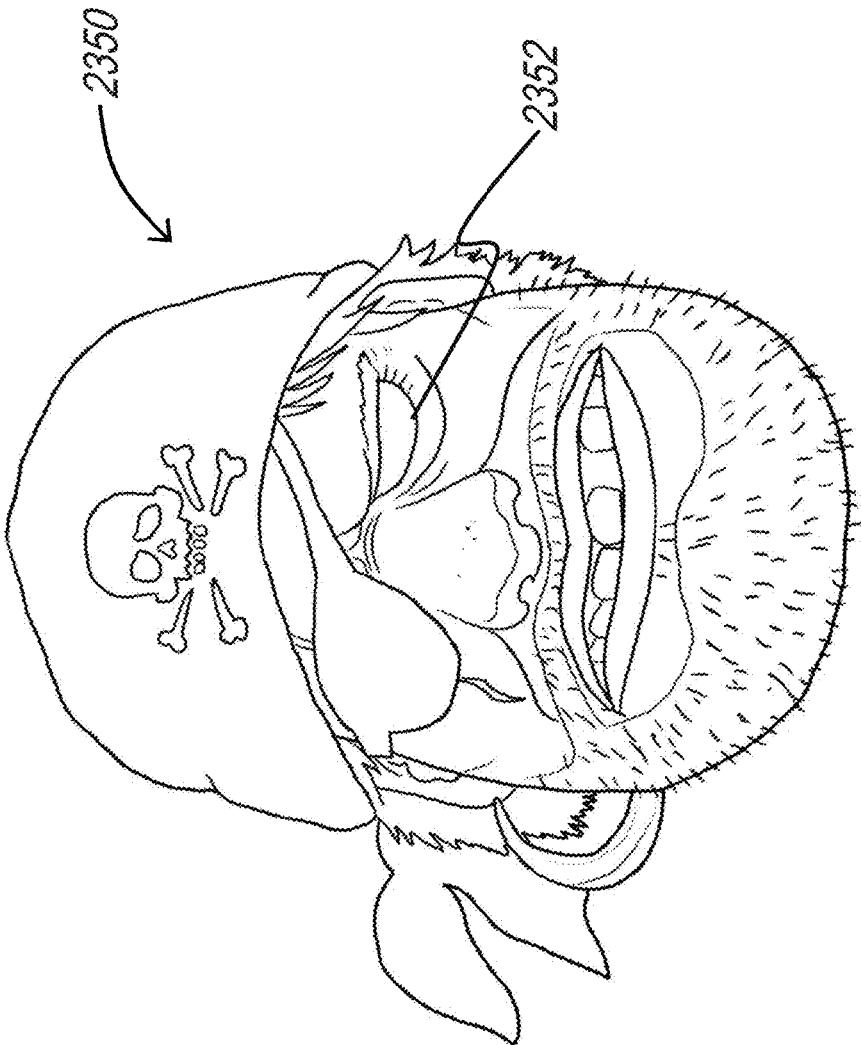


FIG. 23A

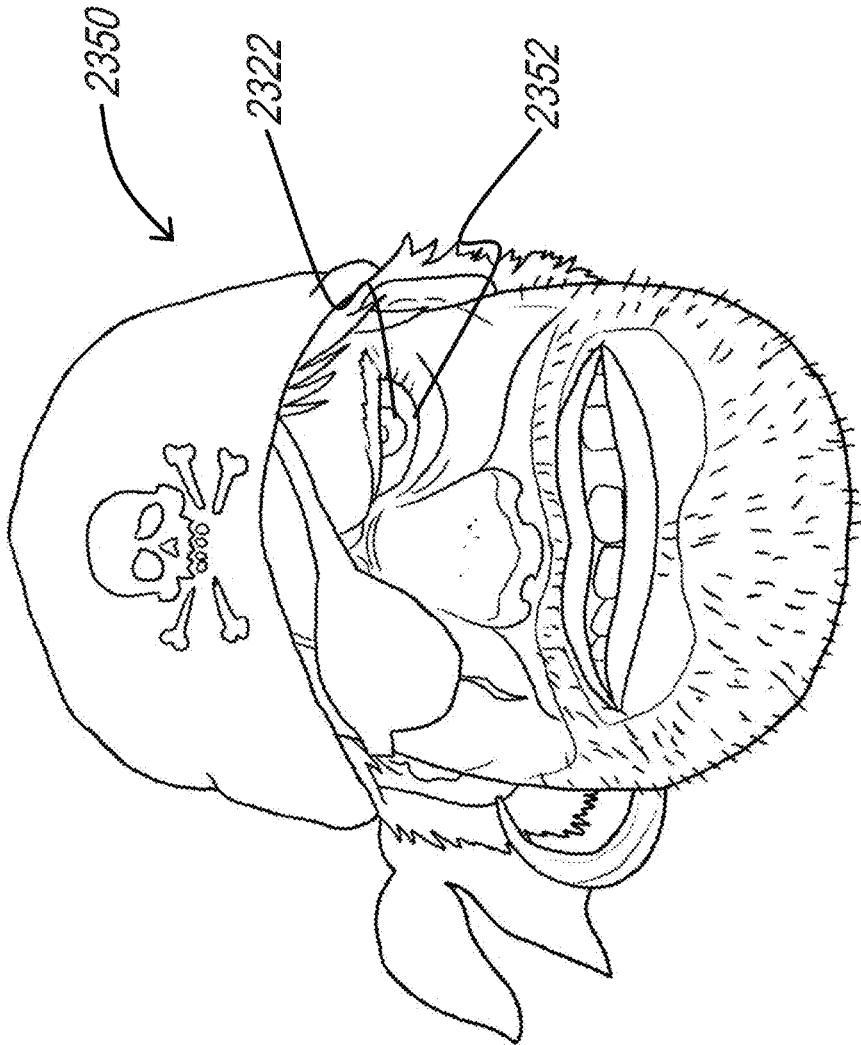


FIG. 23B

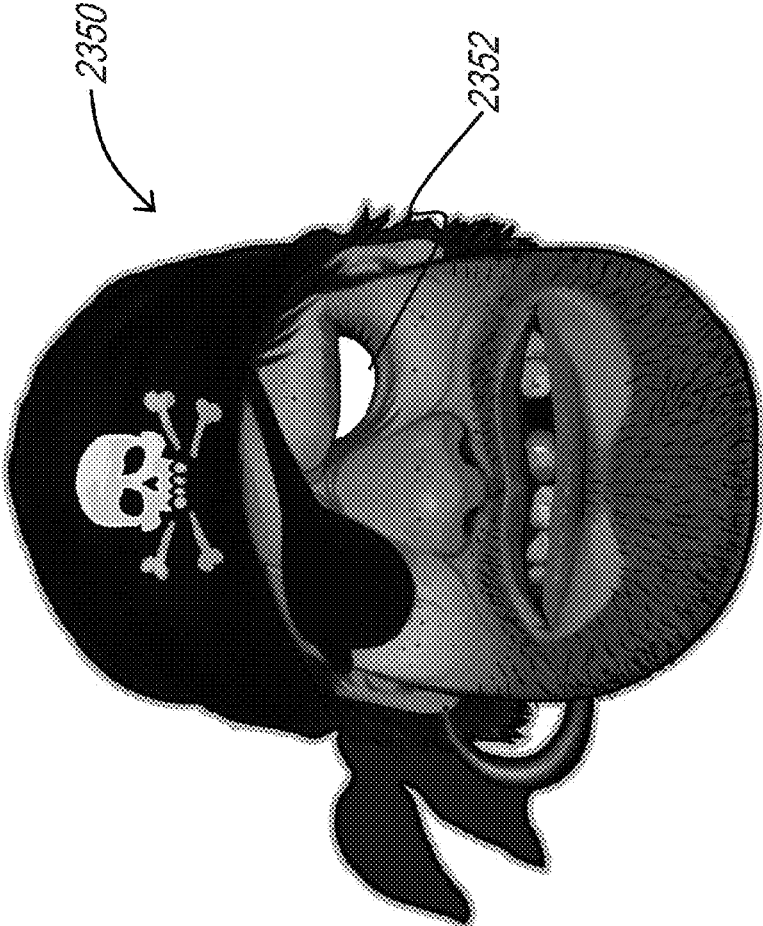


FIG. 23C

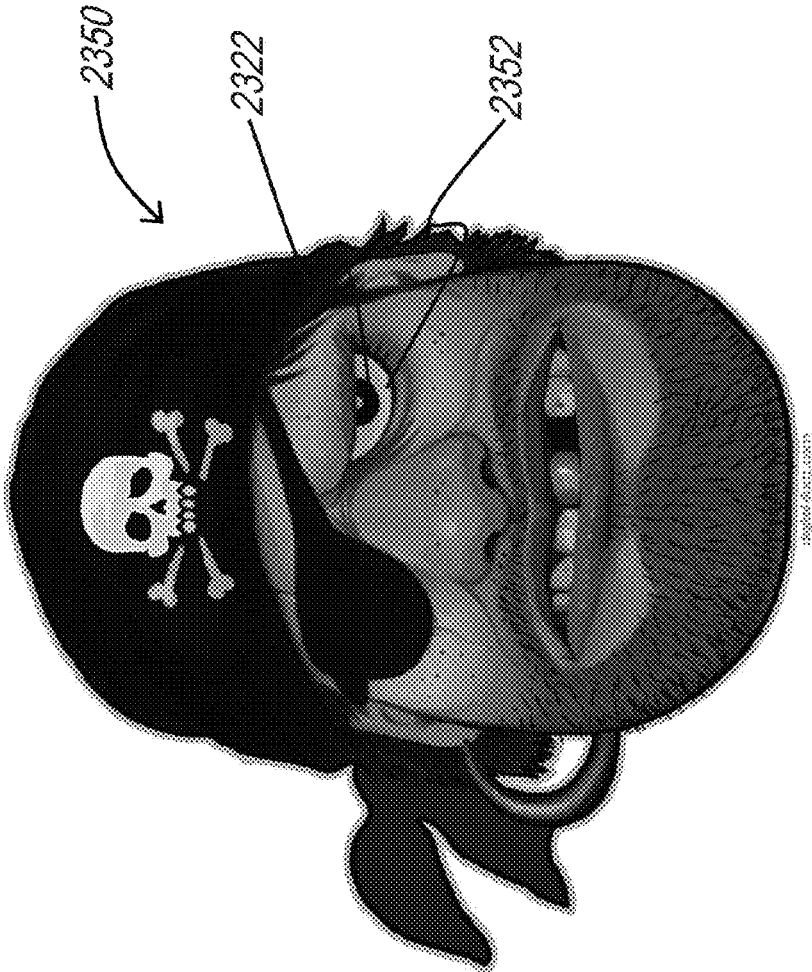
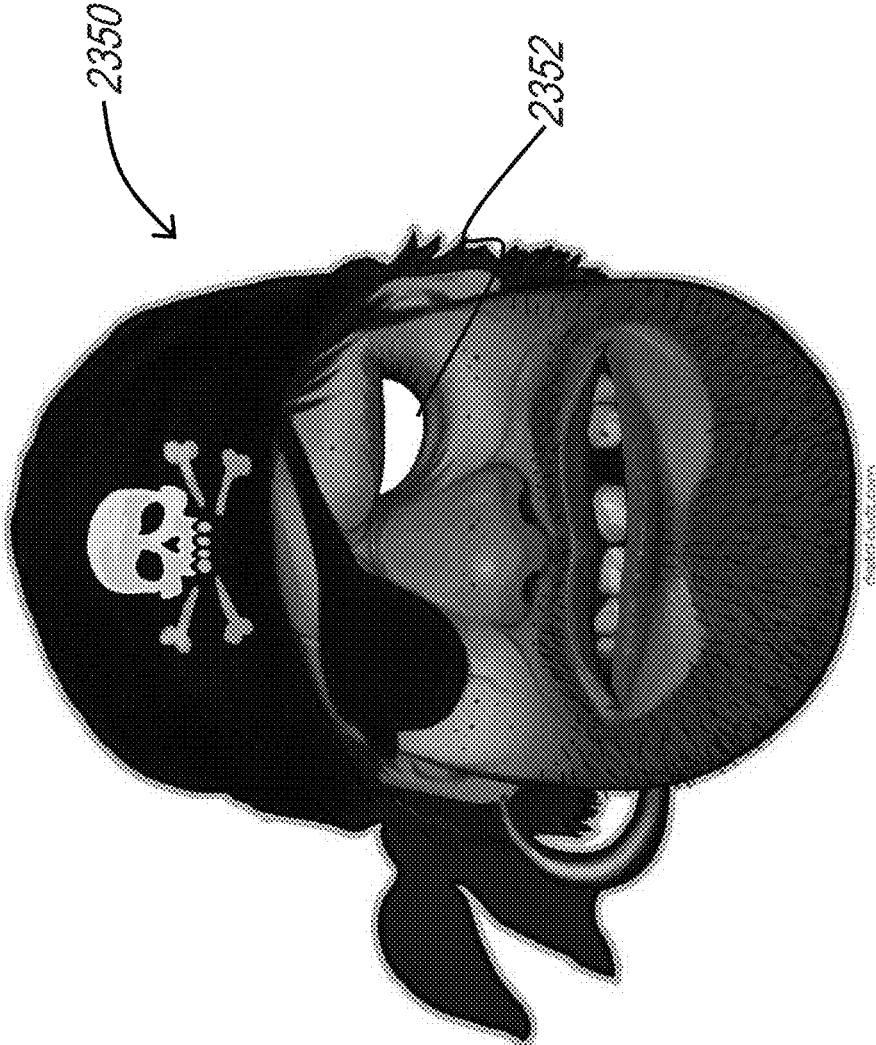


FIG. 23D



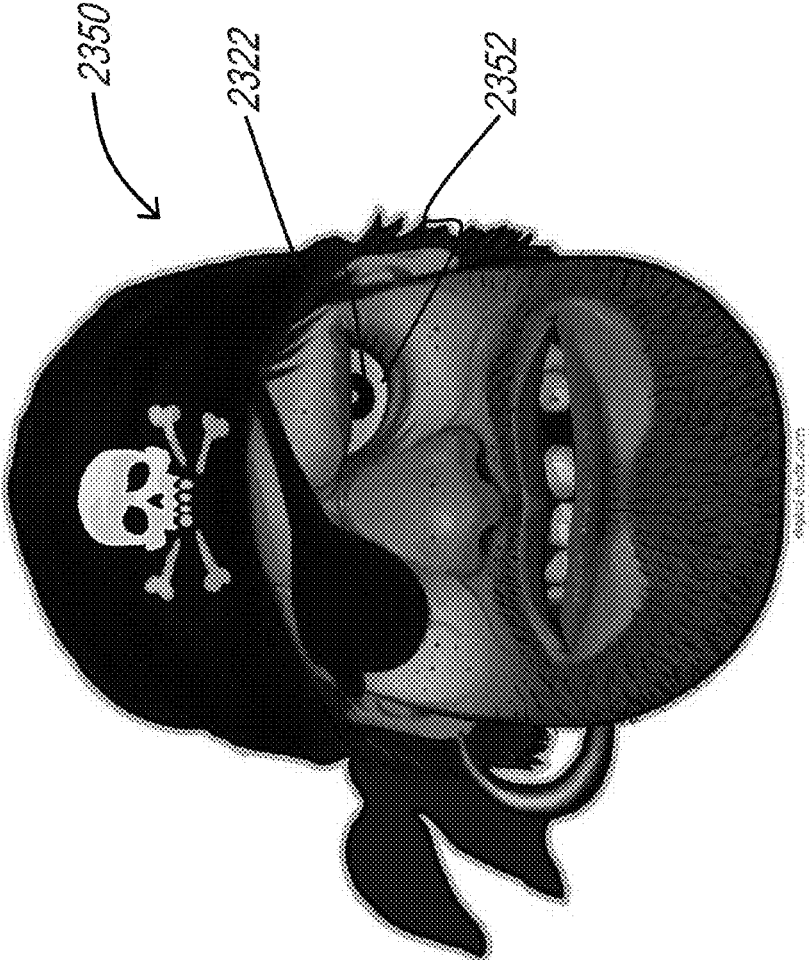


FIG. 23F

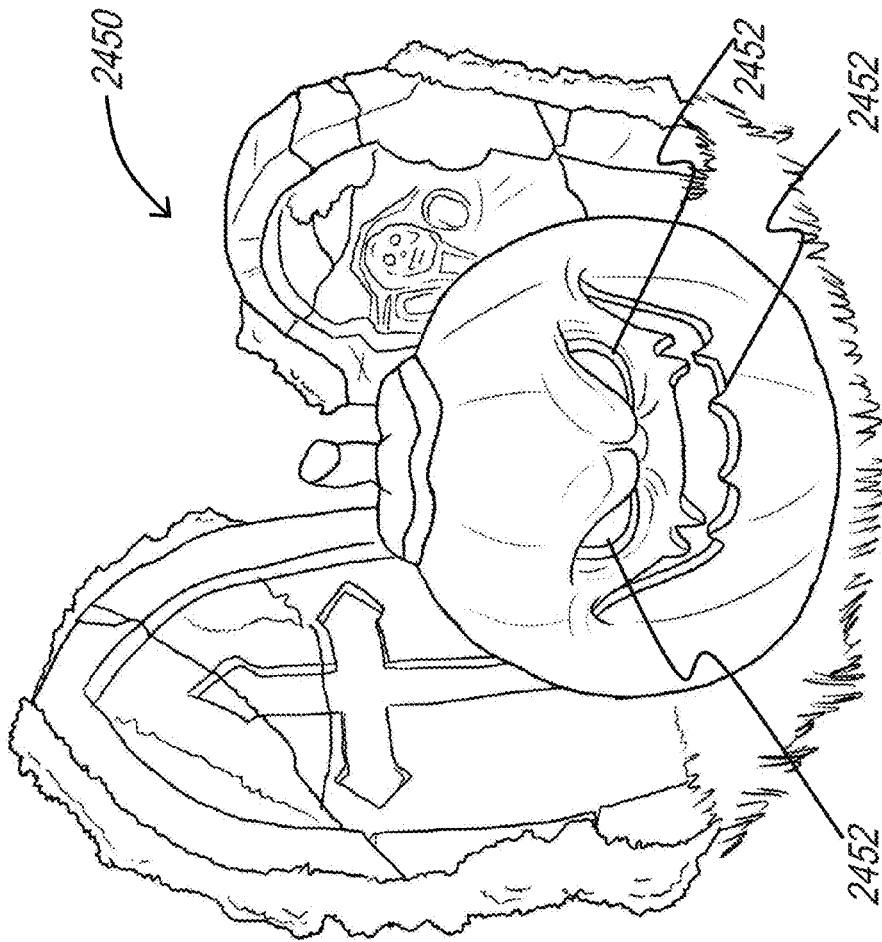


FIG. 24A

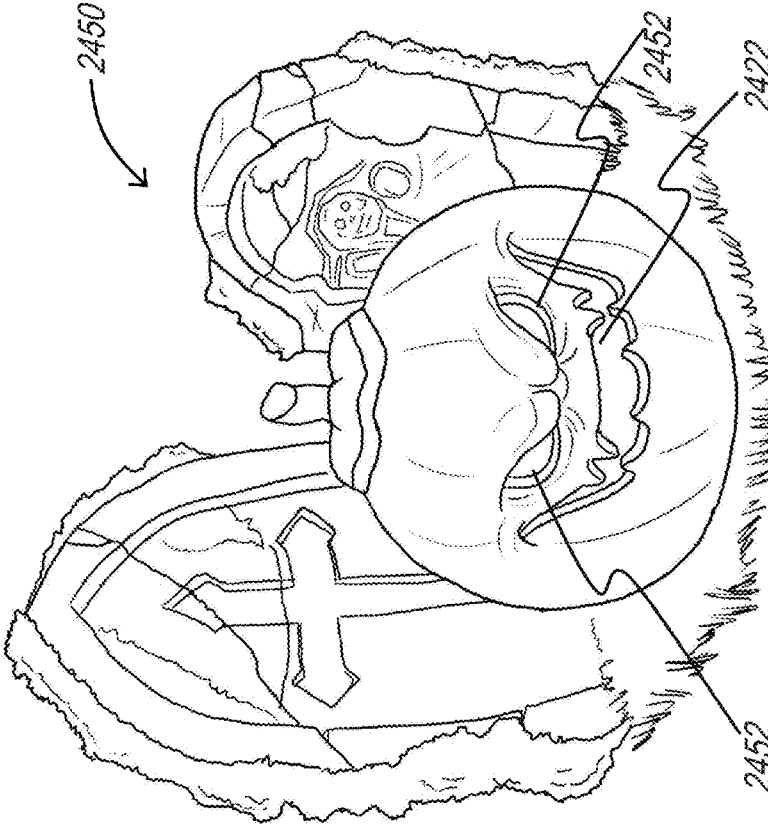


FIG. 24B

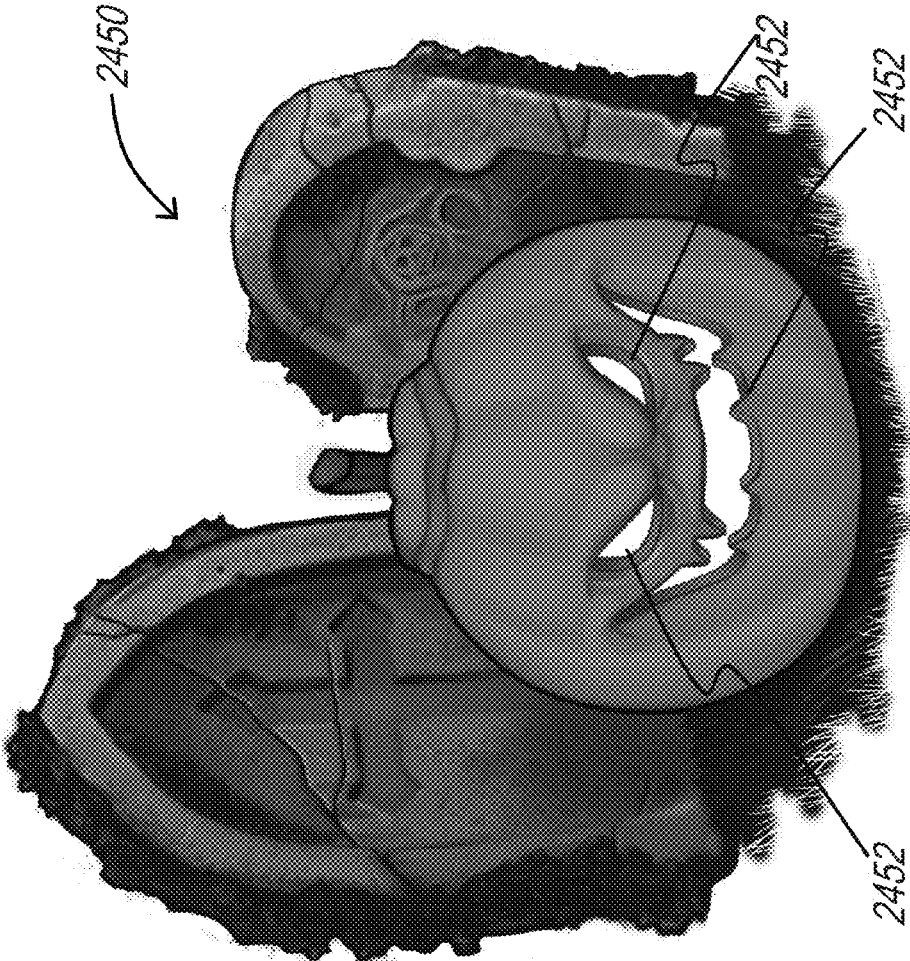


FIG. 24C

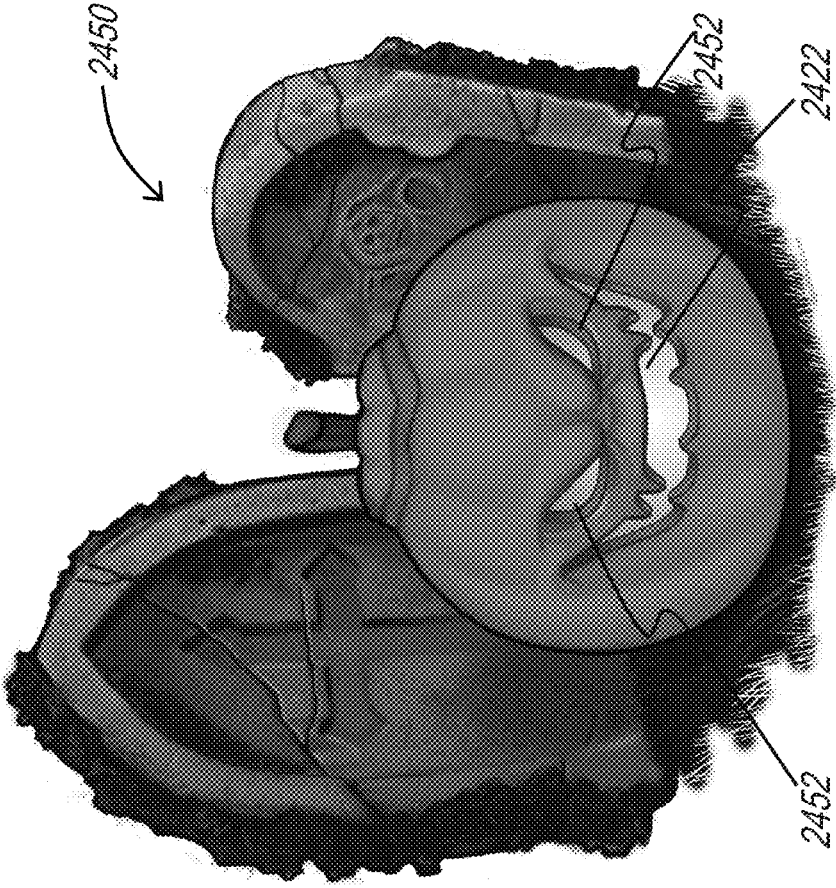


FIG. 24D

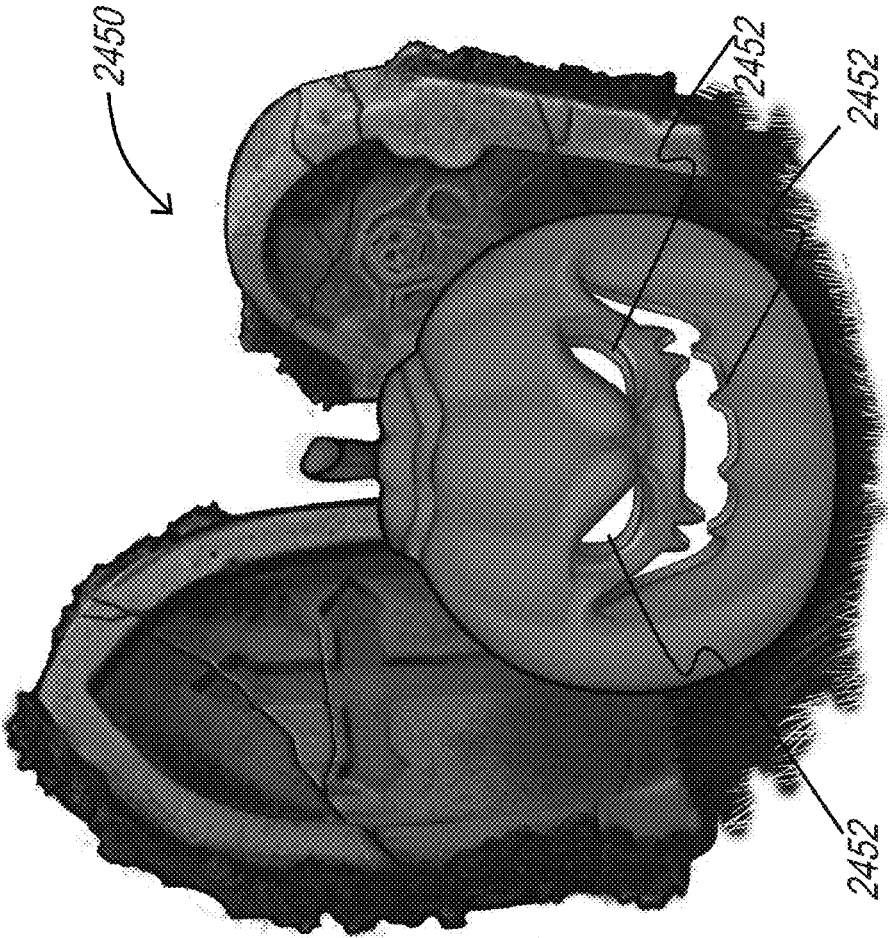


FIG. 24E

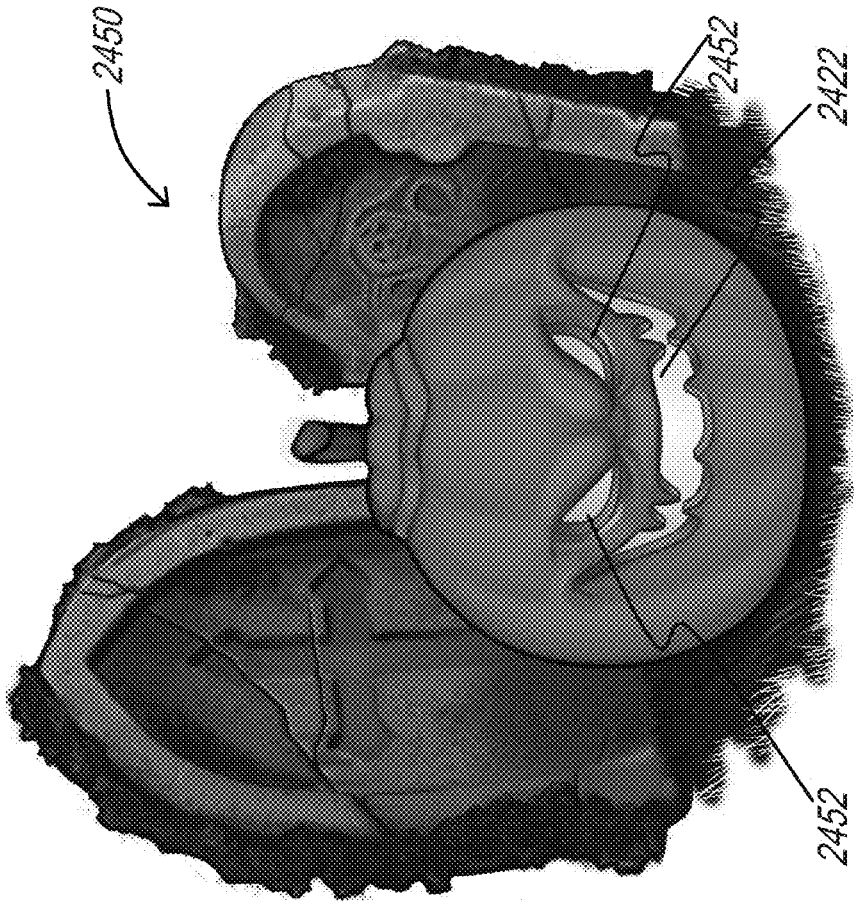


FIG. 24F

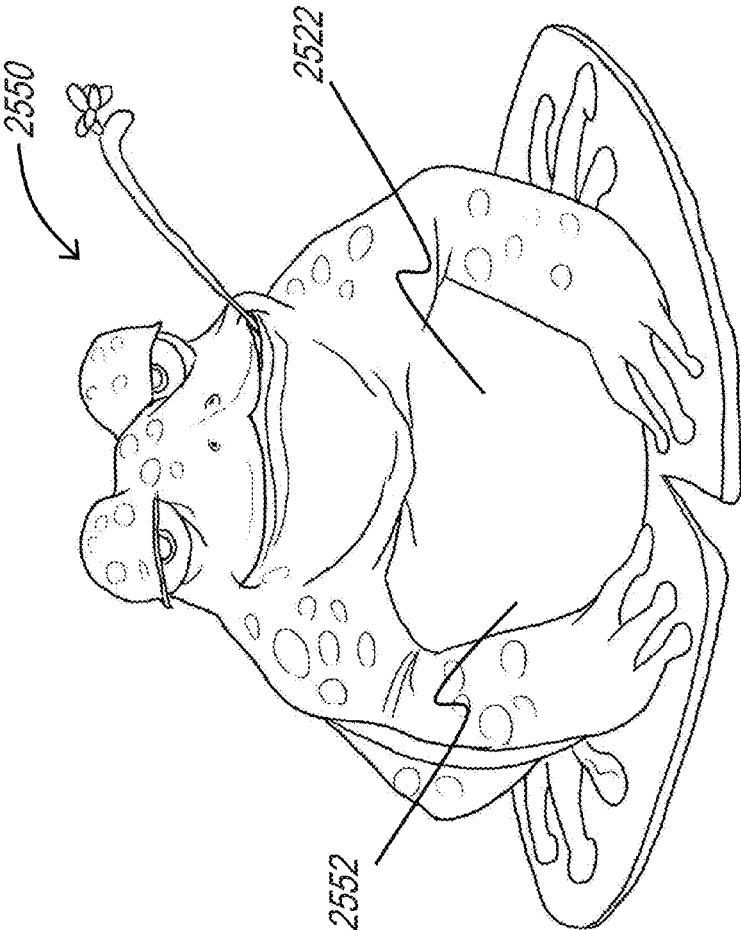


FIG. 25A

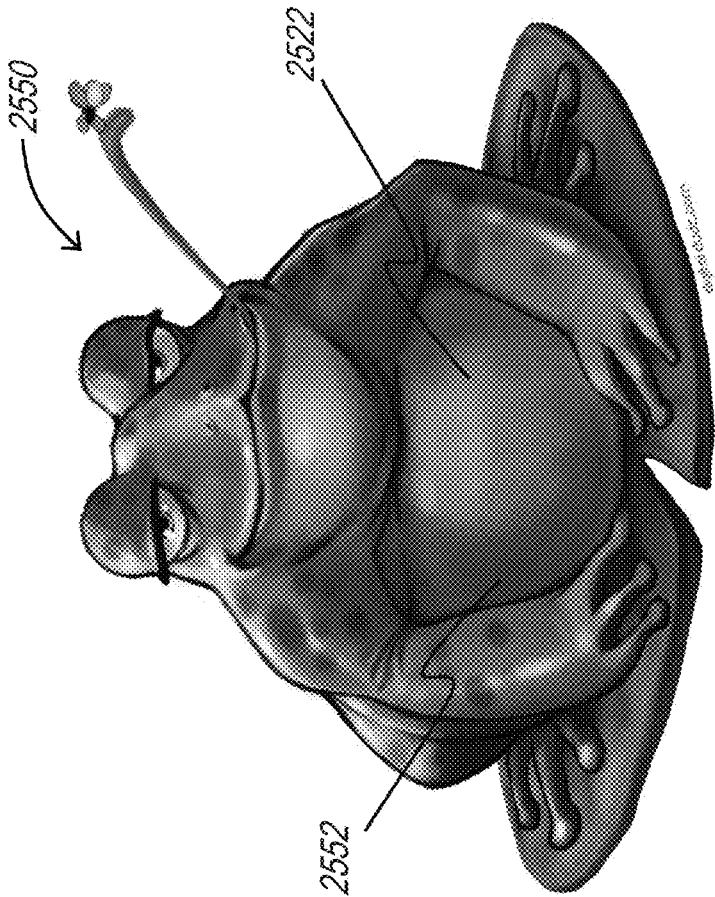


FIG. 25B

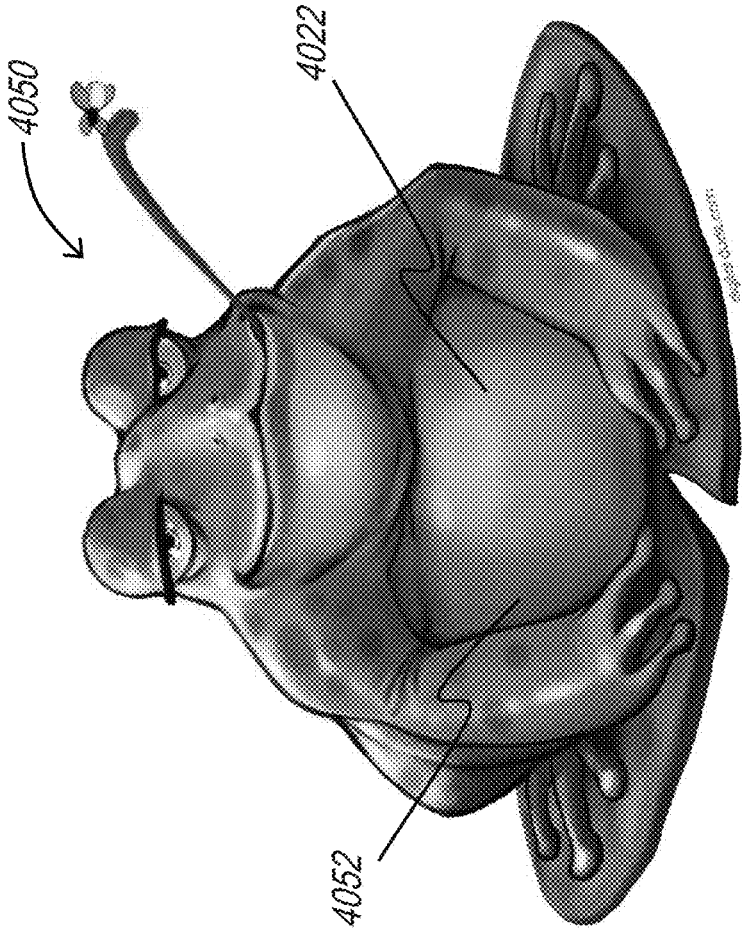


FIG. 25C

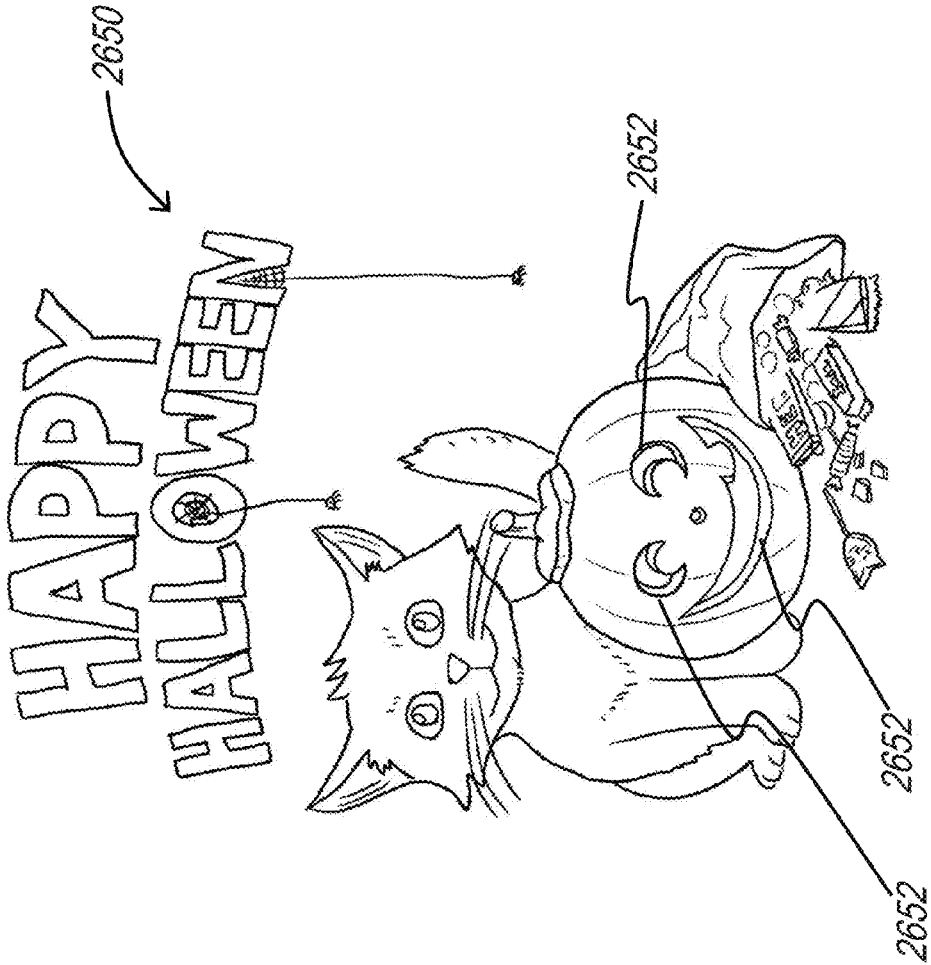


FIG. 26A

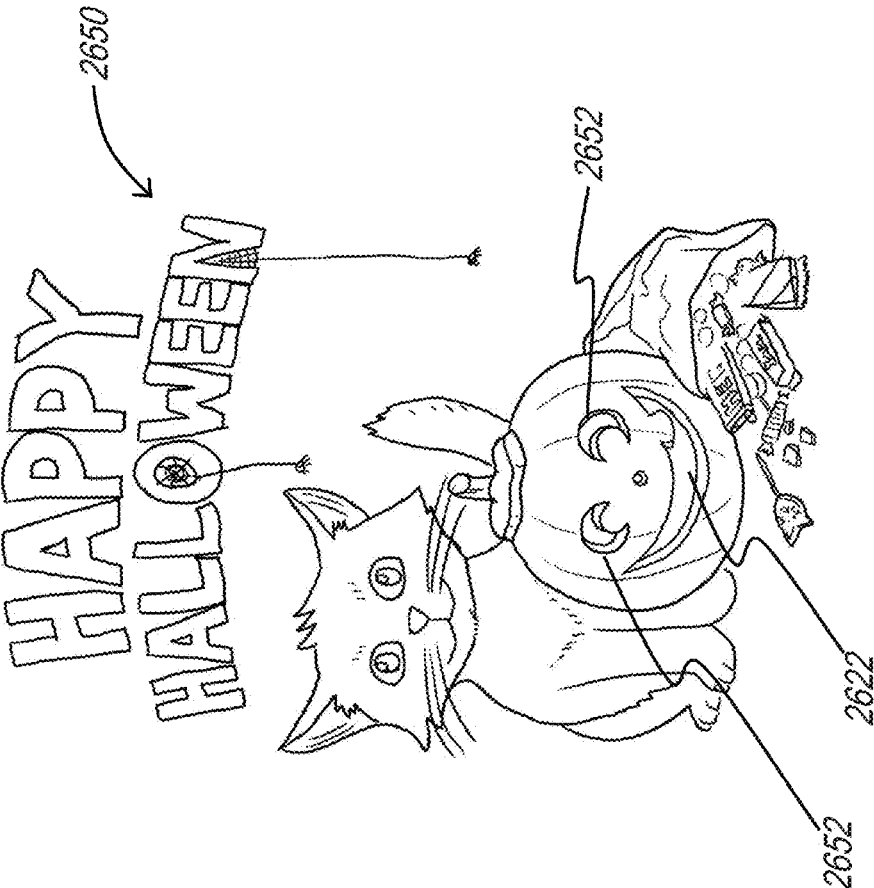


FIG. 26B



FIG. 26C



FIG. 26D



FIG. 26E



FIG. 26F

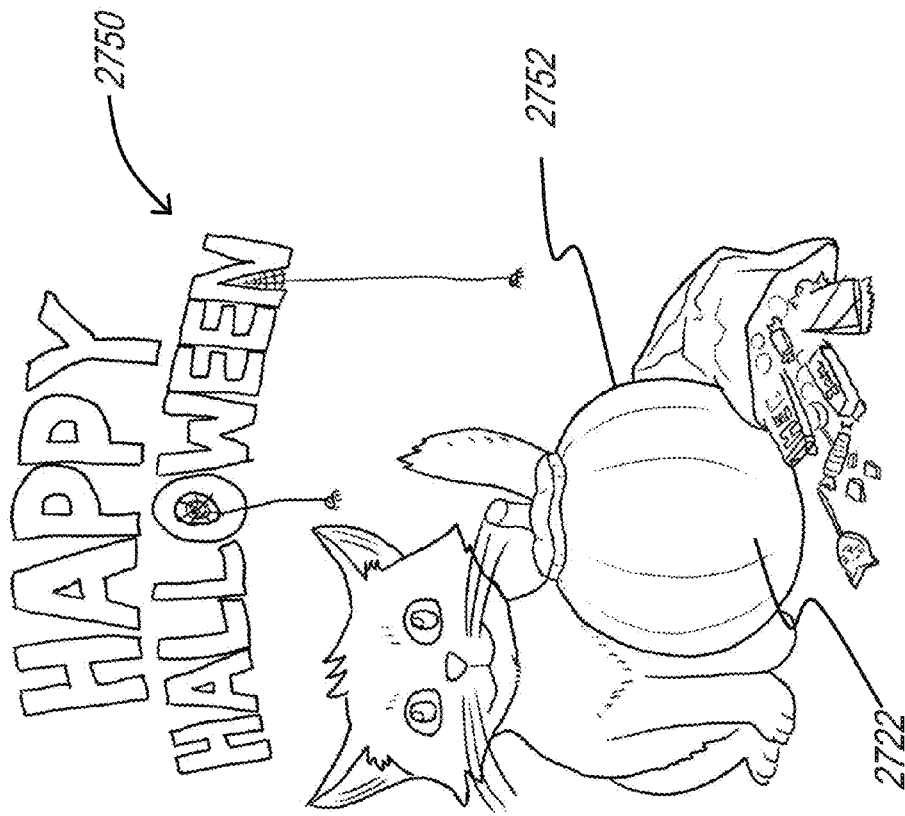


FIG. 27A

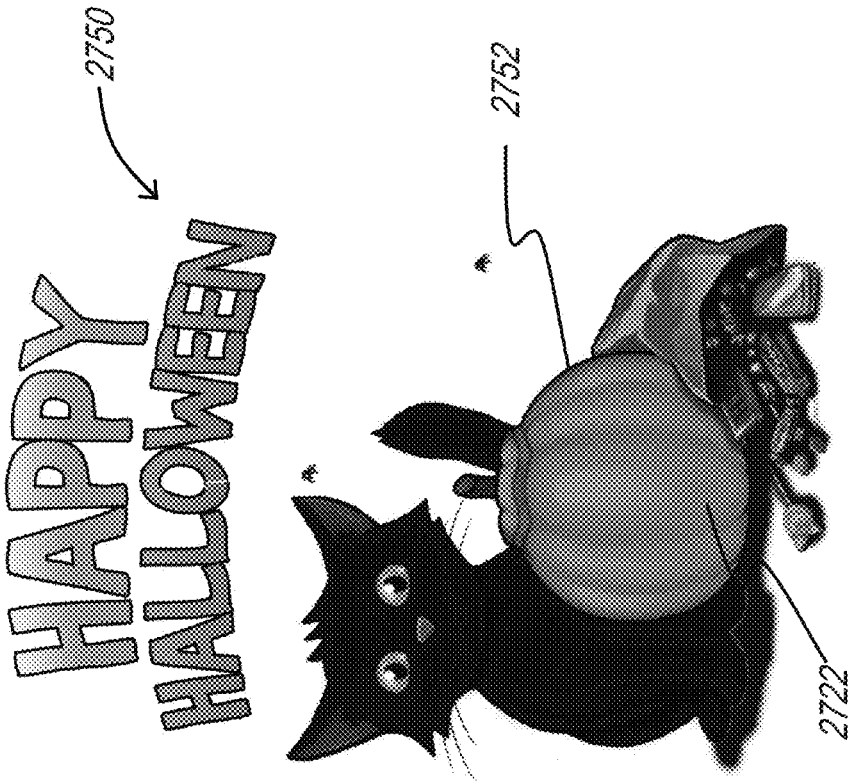


FIG. 27B

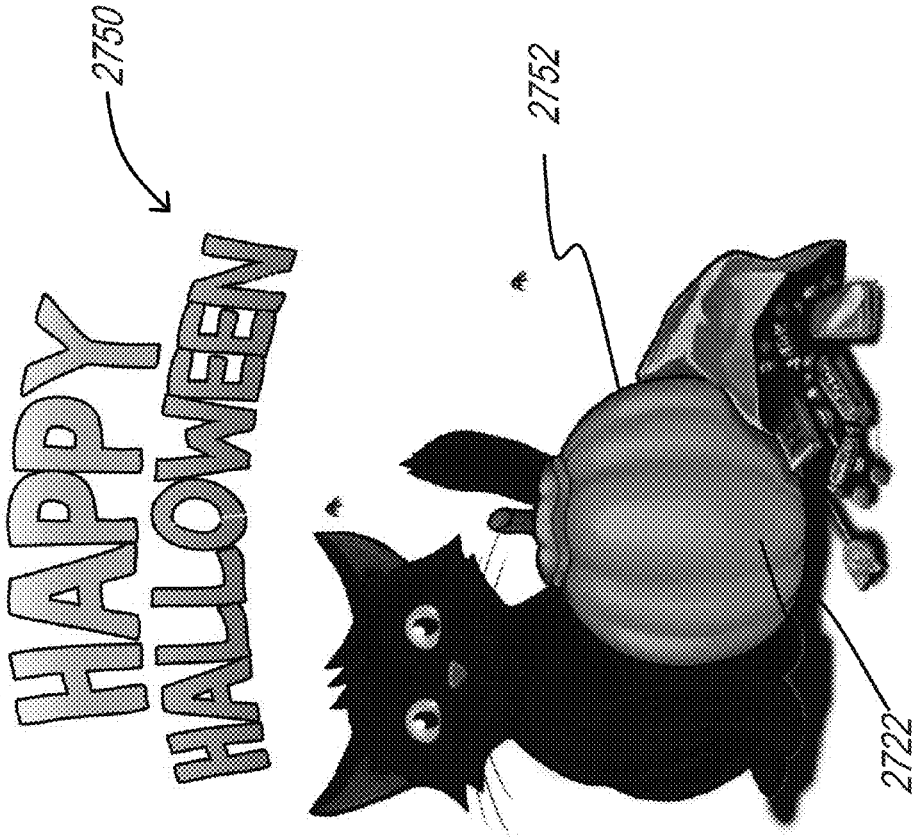


FIG. 27C



FIG. 28A

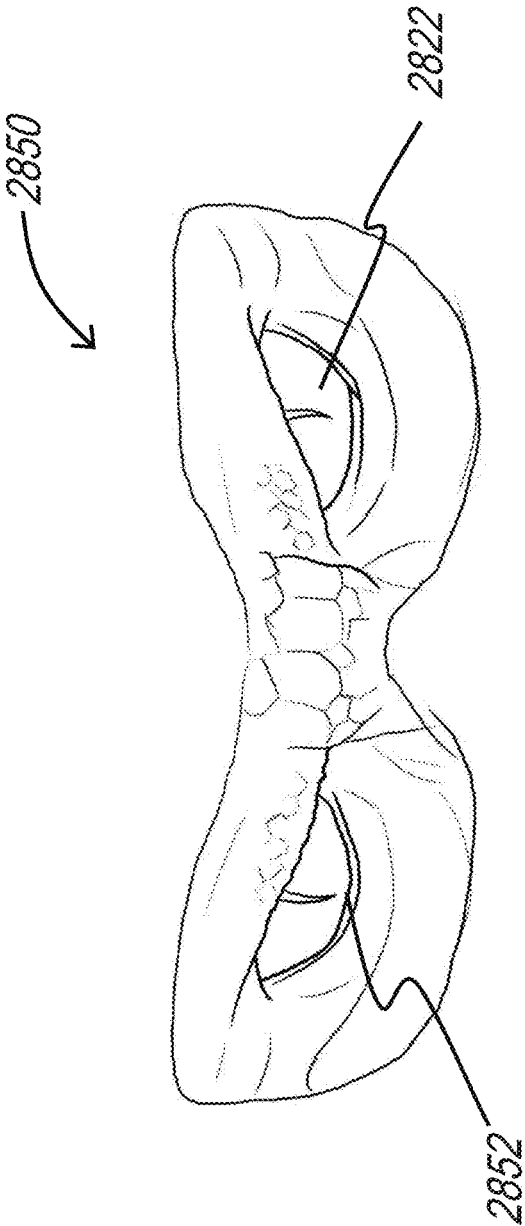


FIG. 28B

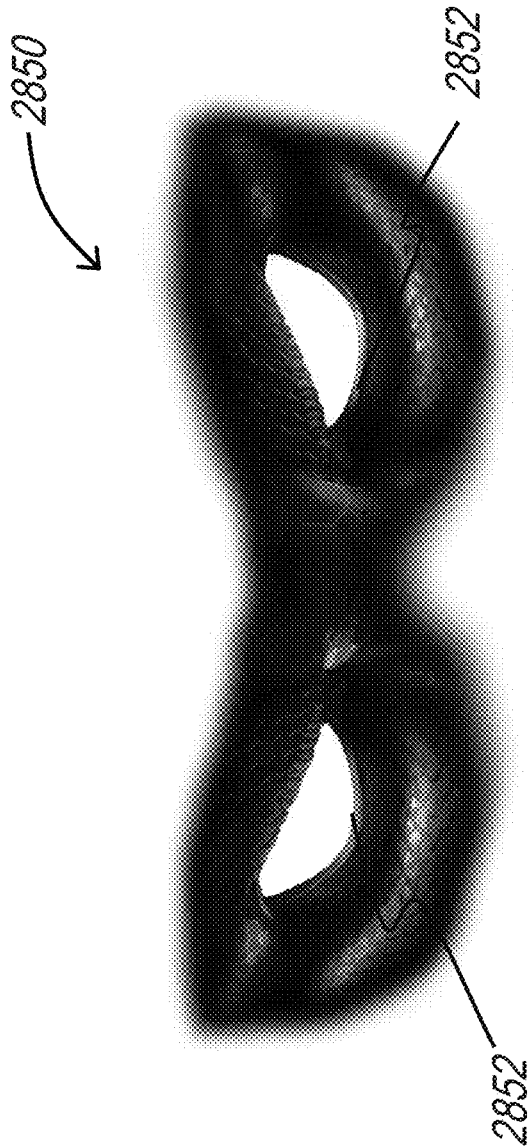


FIG. 28C

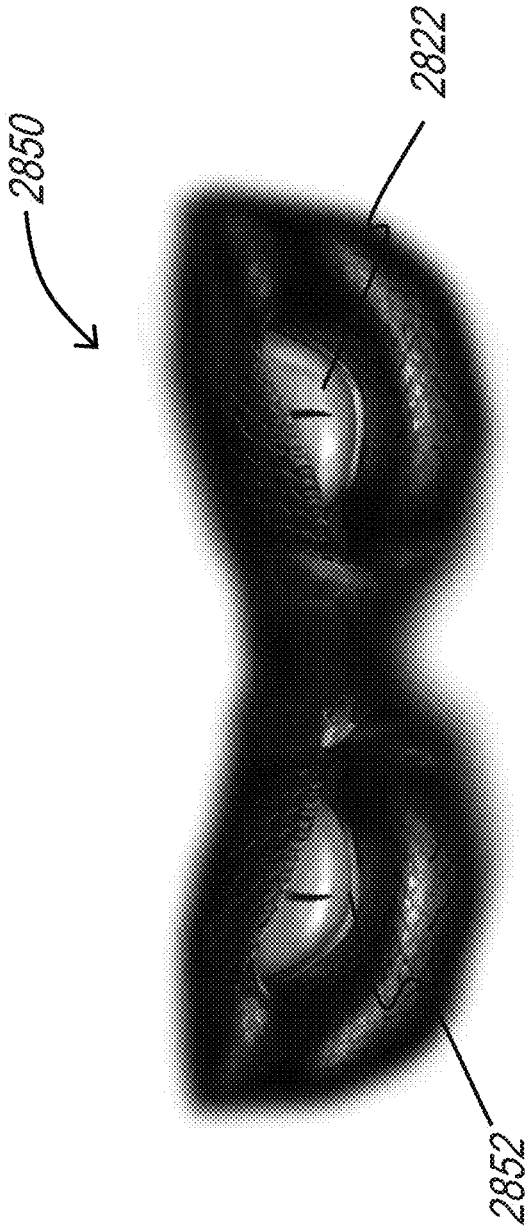


FIG. 28D



FIG. 28E

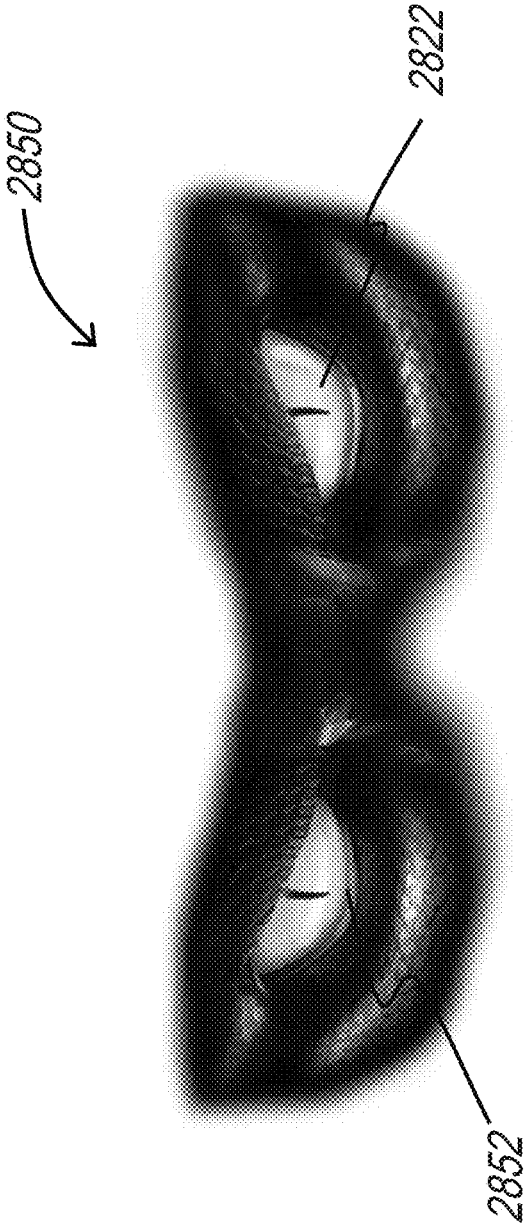


FIG. 28F

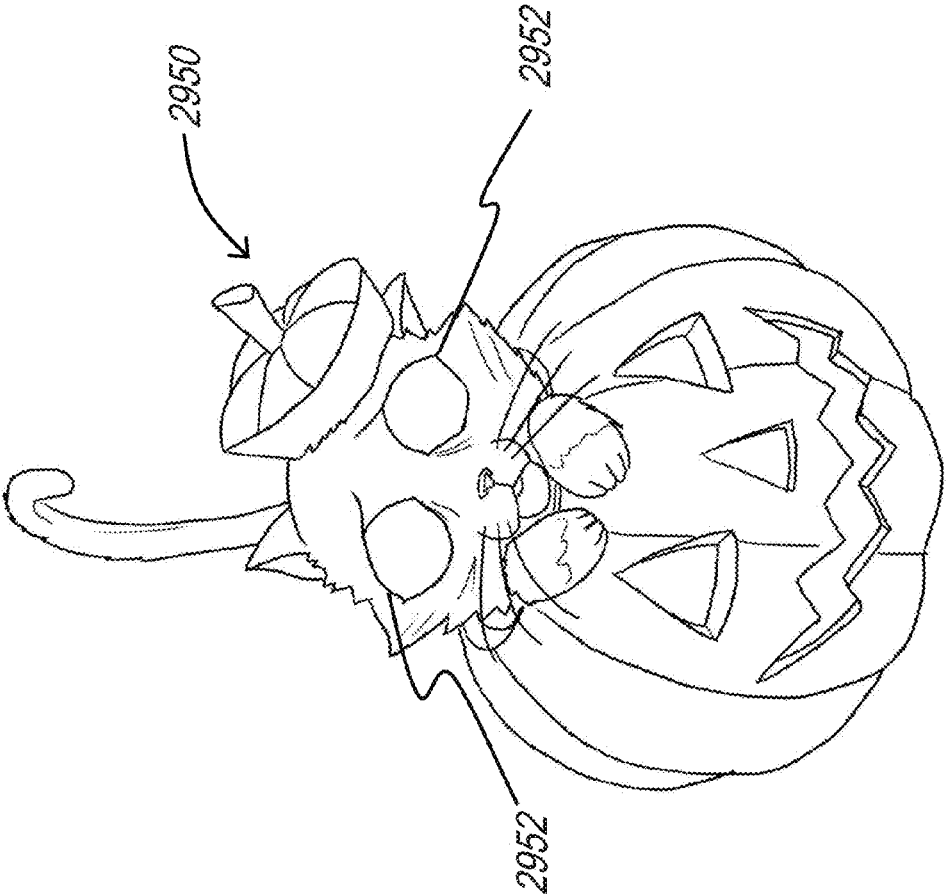


FIG. 29A

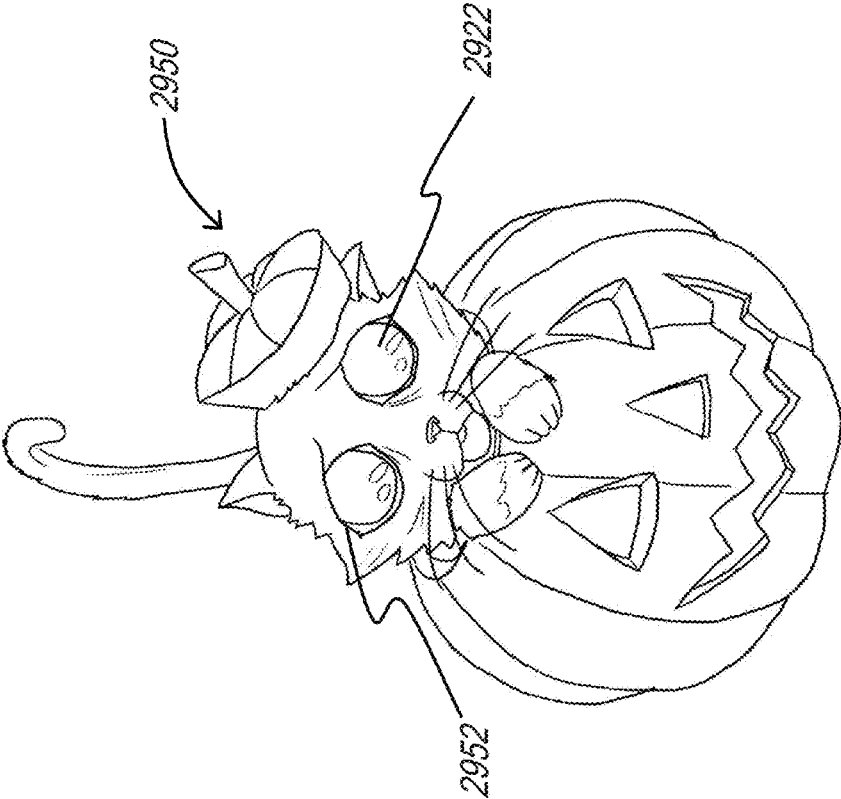


FIG. 29B

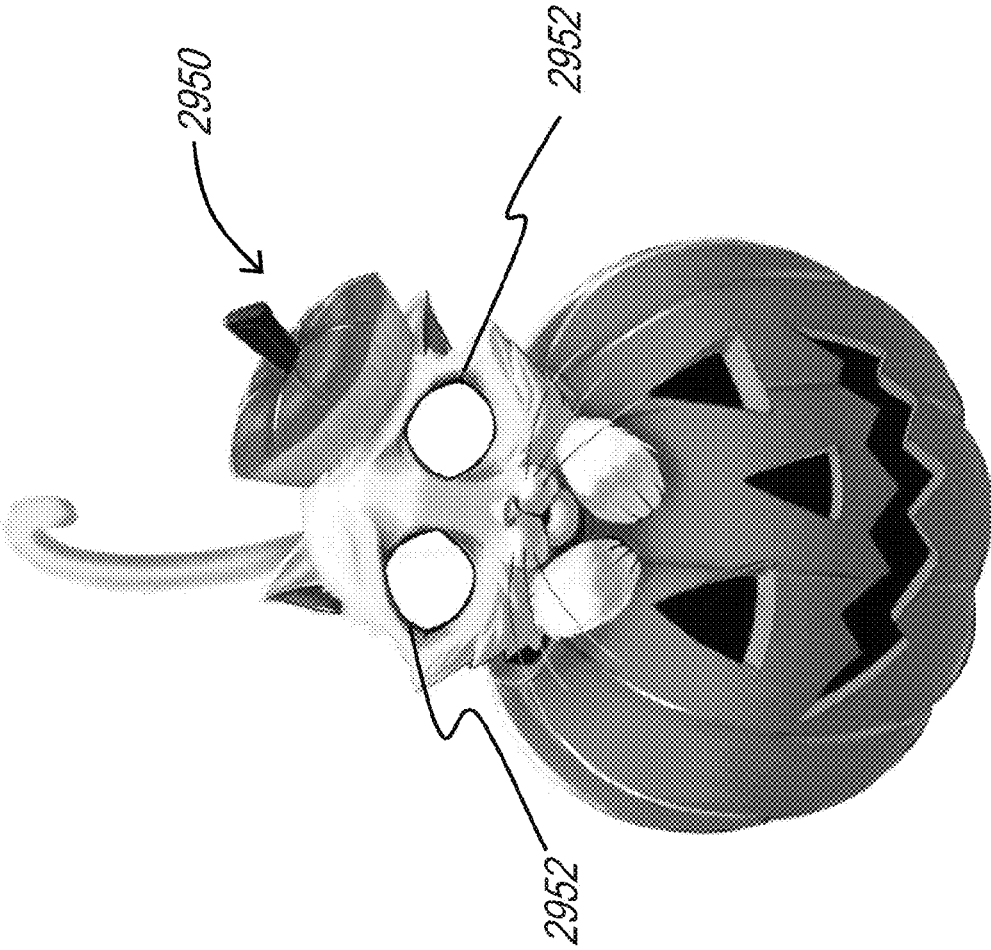


FIG. 29C

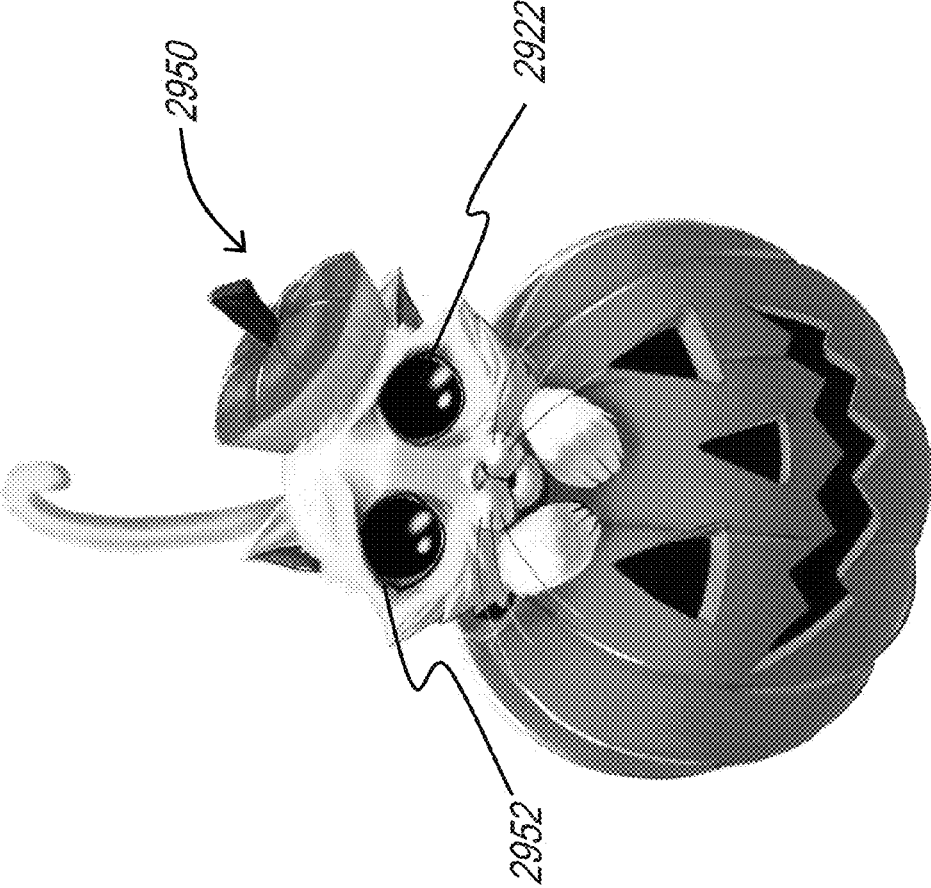


FIG. 29D

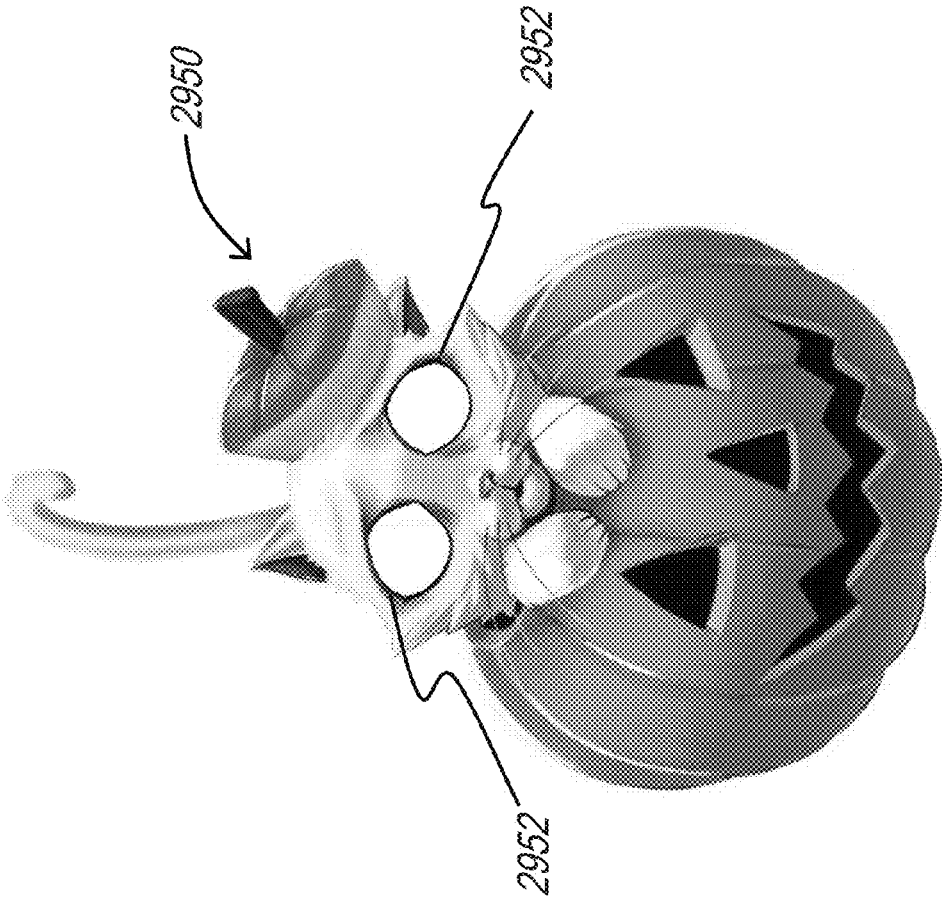


FIG. 29E

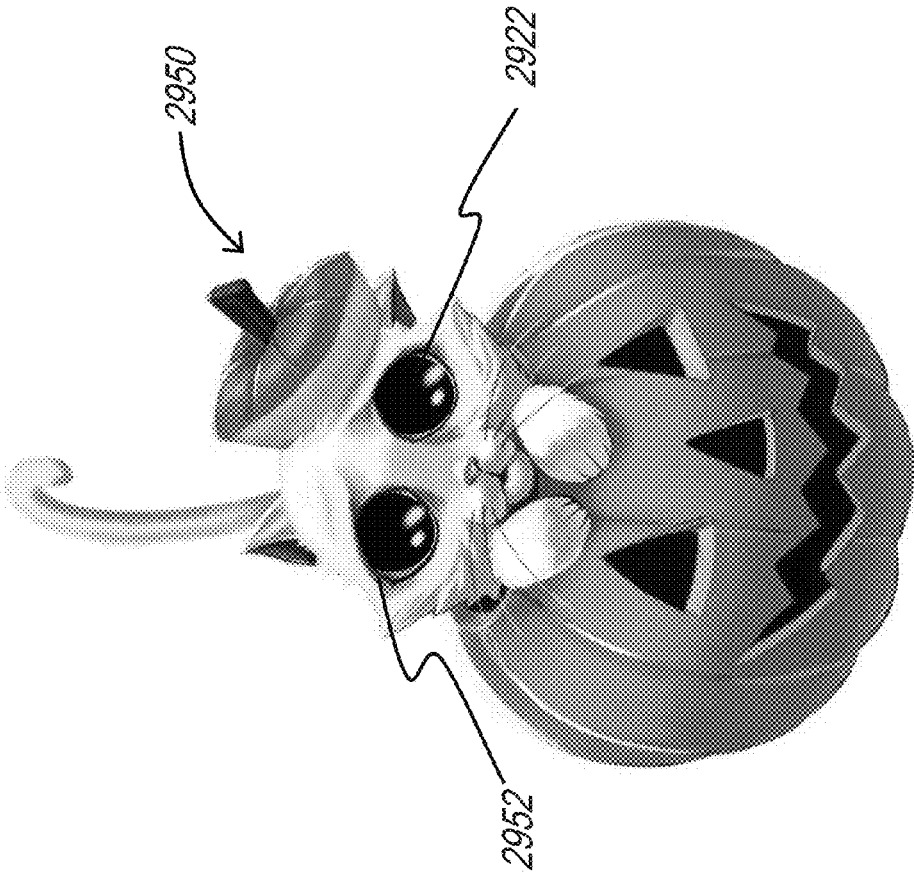


FIG. 29F

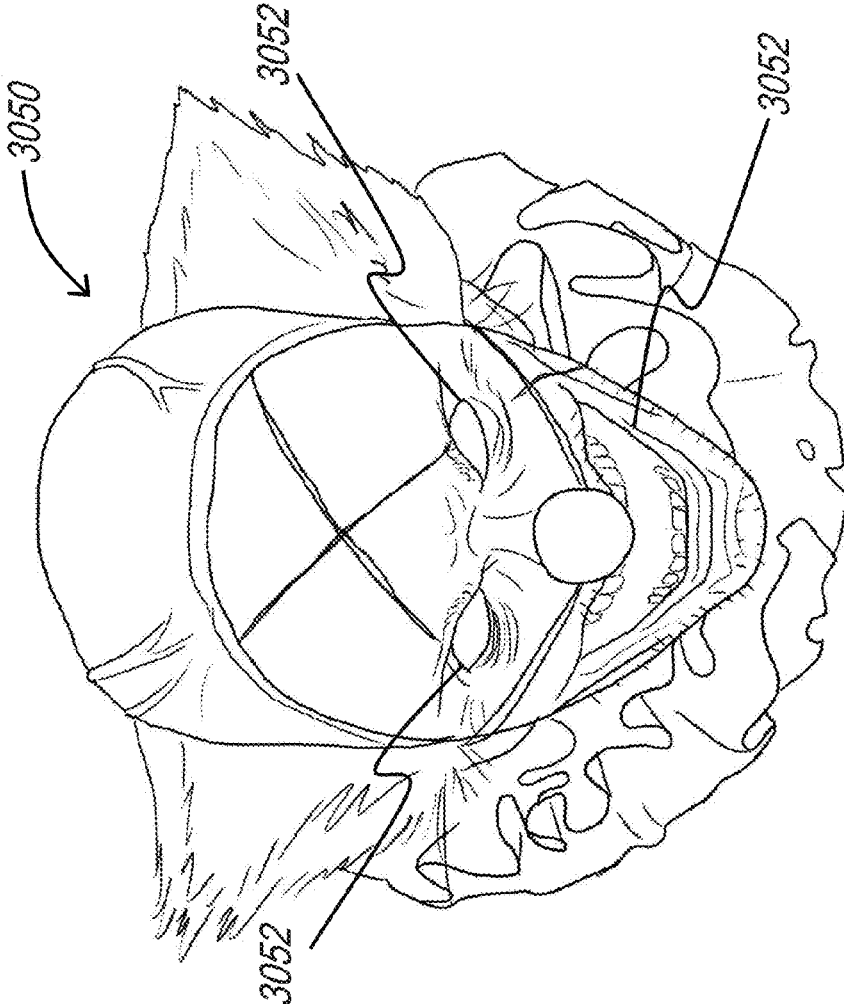


FIG. 30A

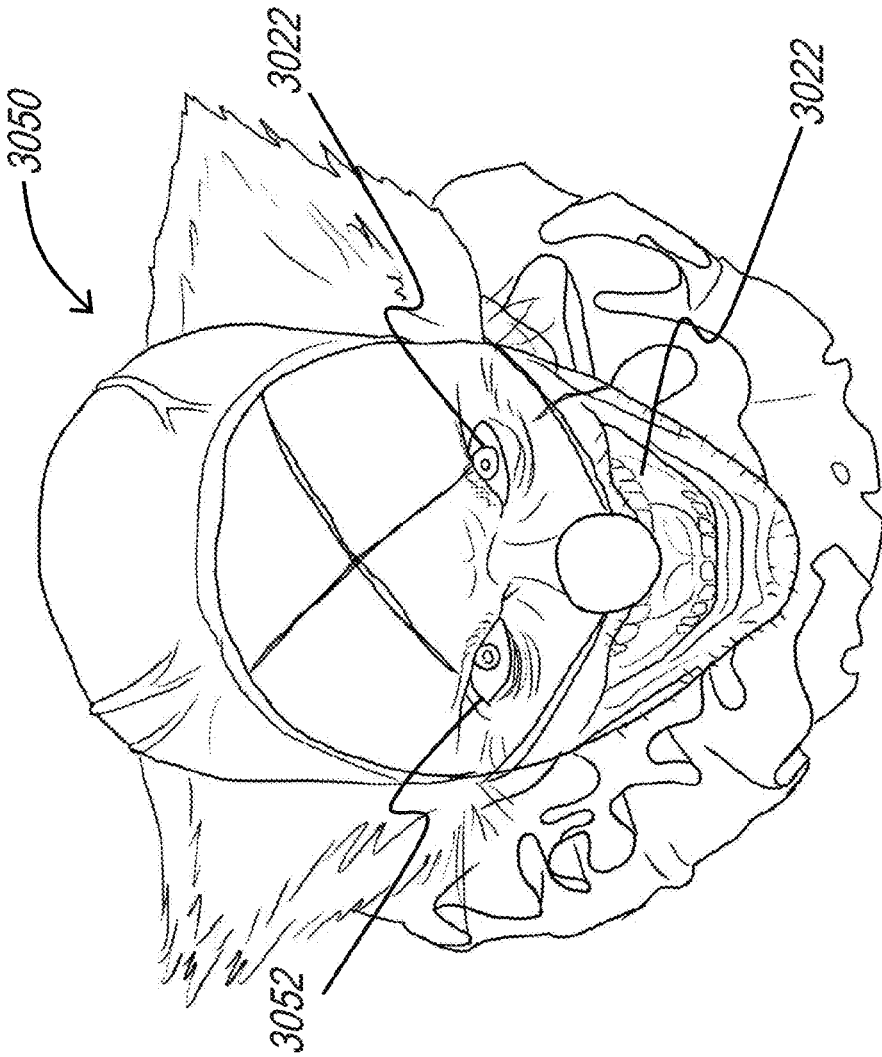


FIG. 30B

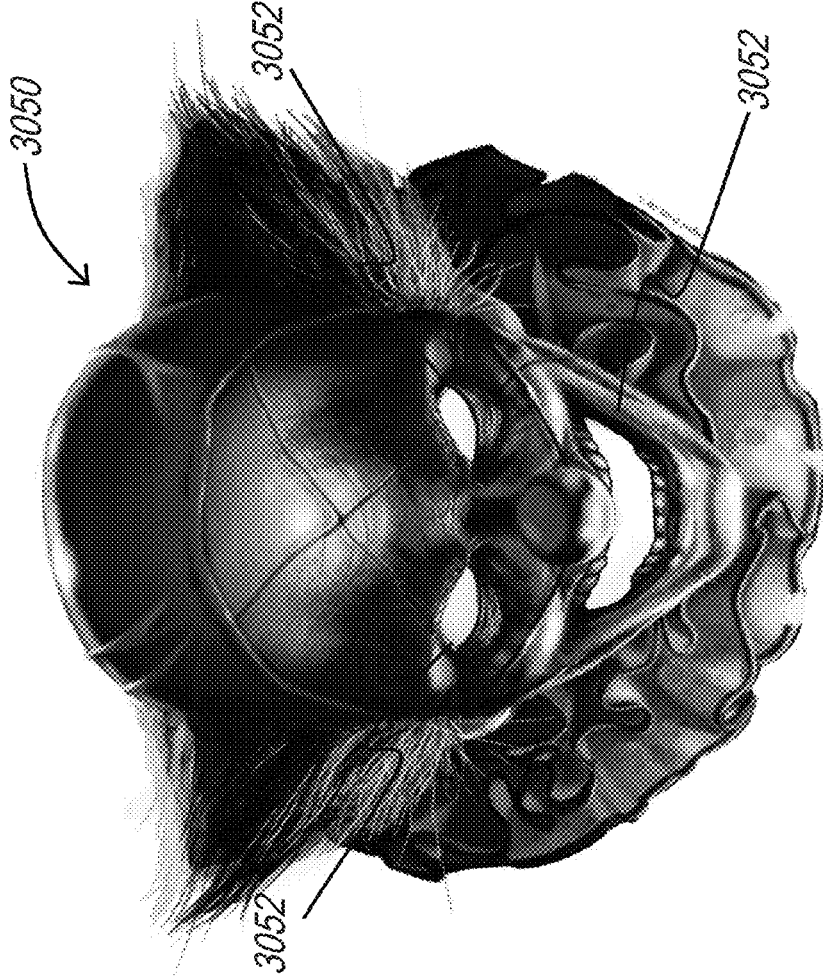


FIG. 30C

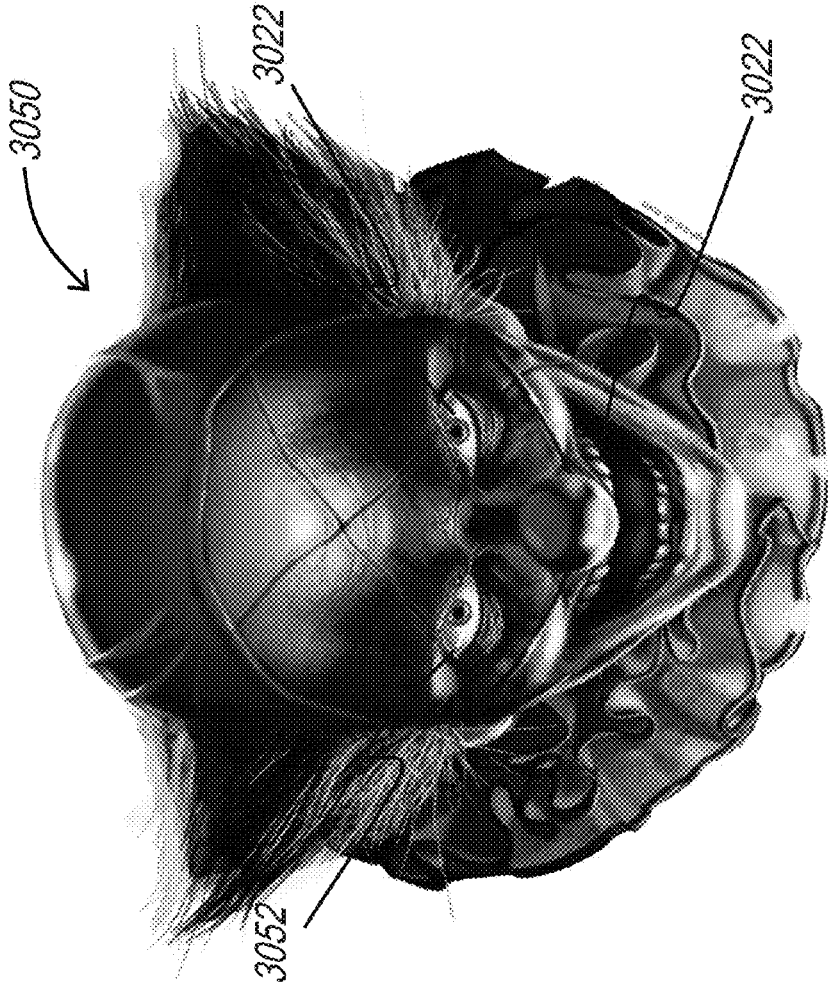


FIG. 30D

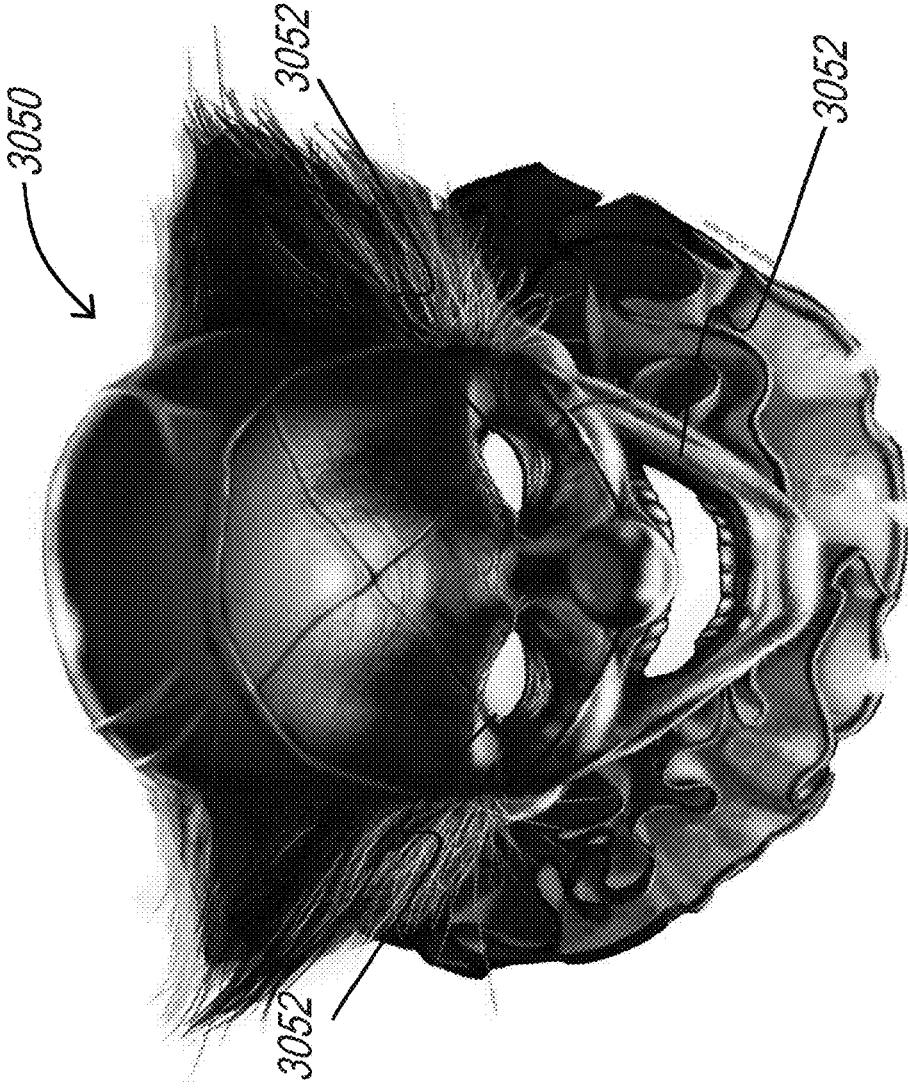


FIG. 30E

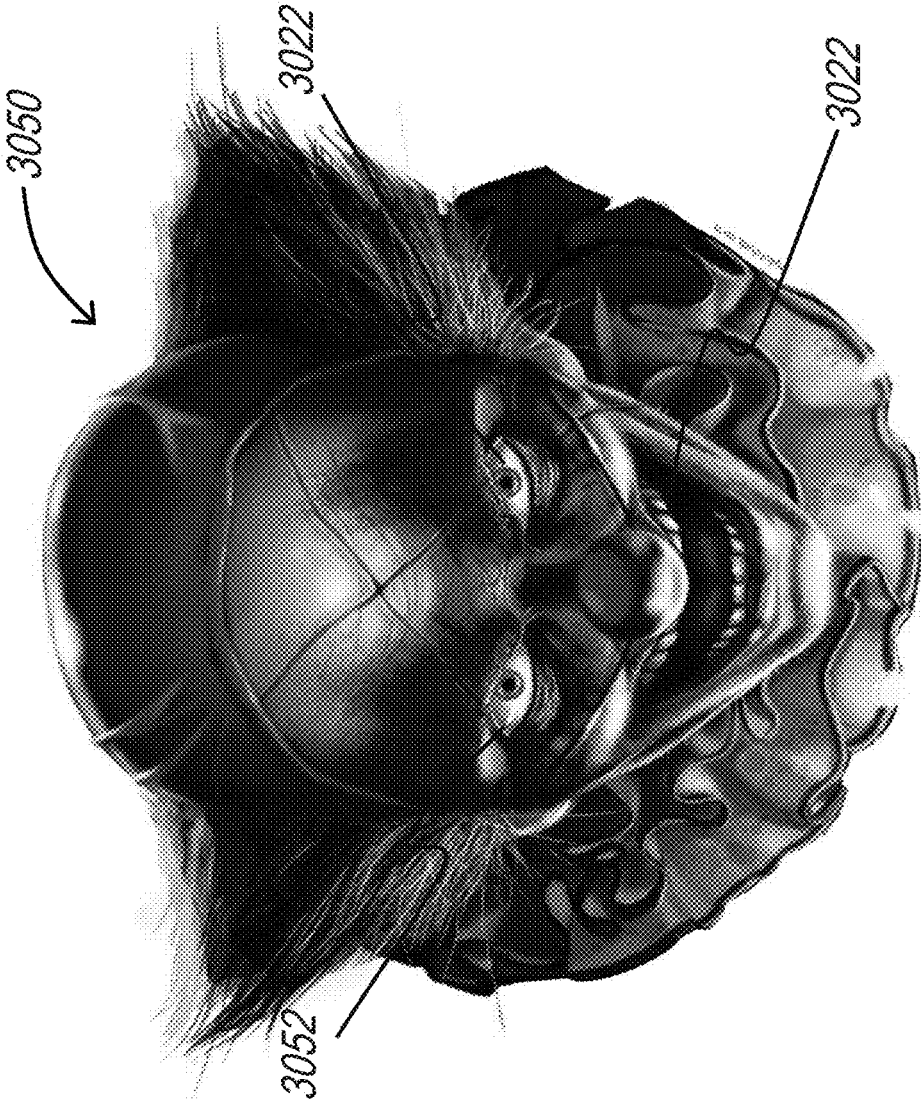


FIG. 30F

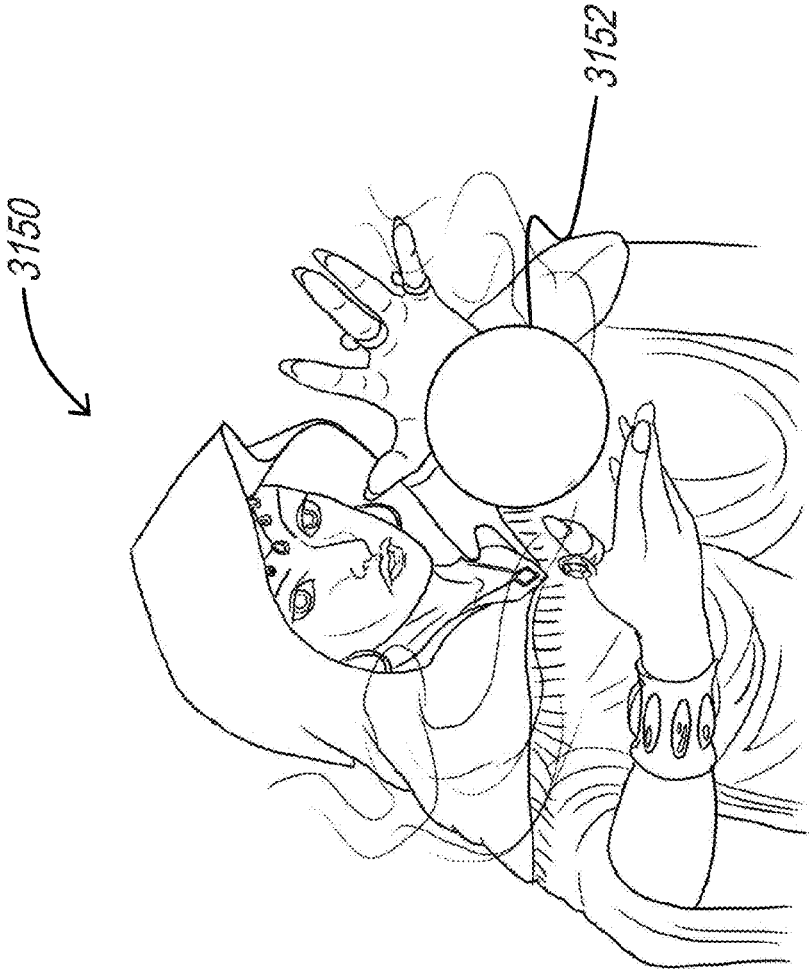


FIG. 31A

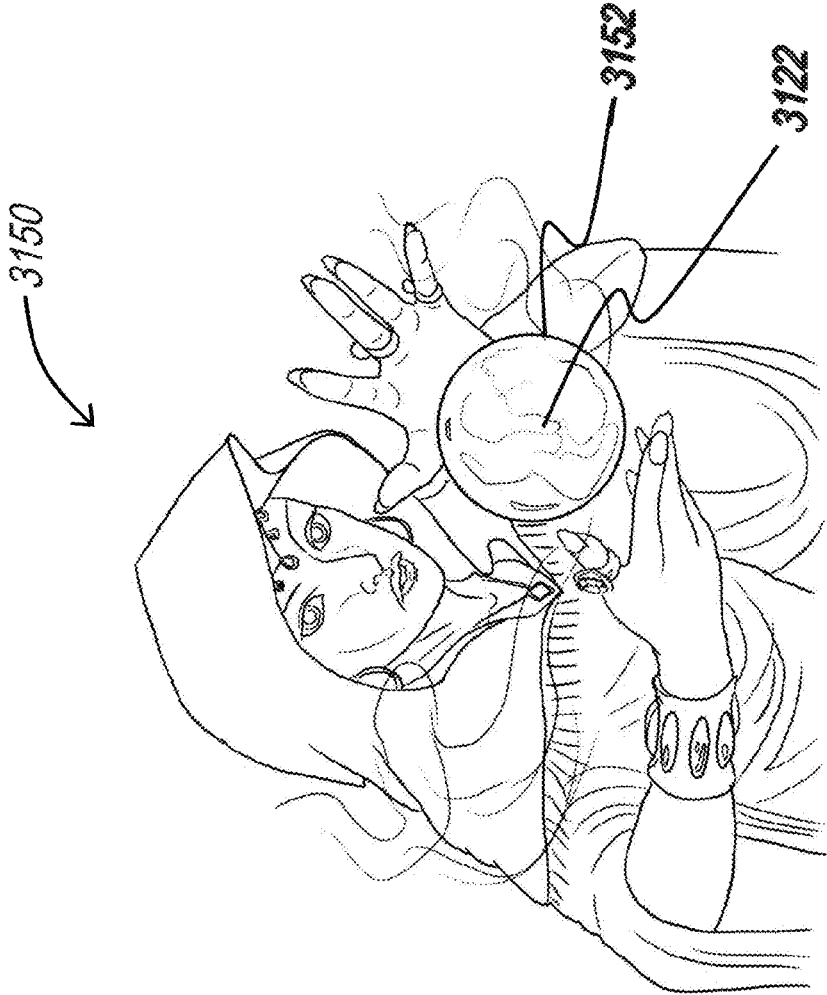


FIG. 31B



FIG. 31C



FIG. 31D



FIG. 31E

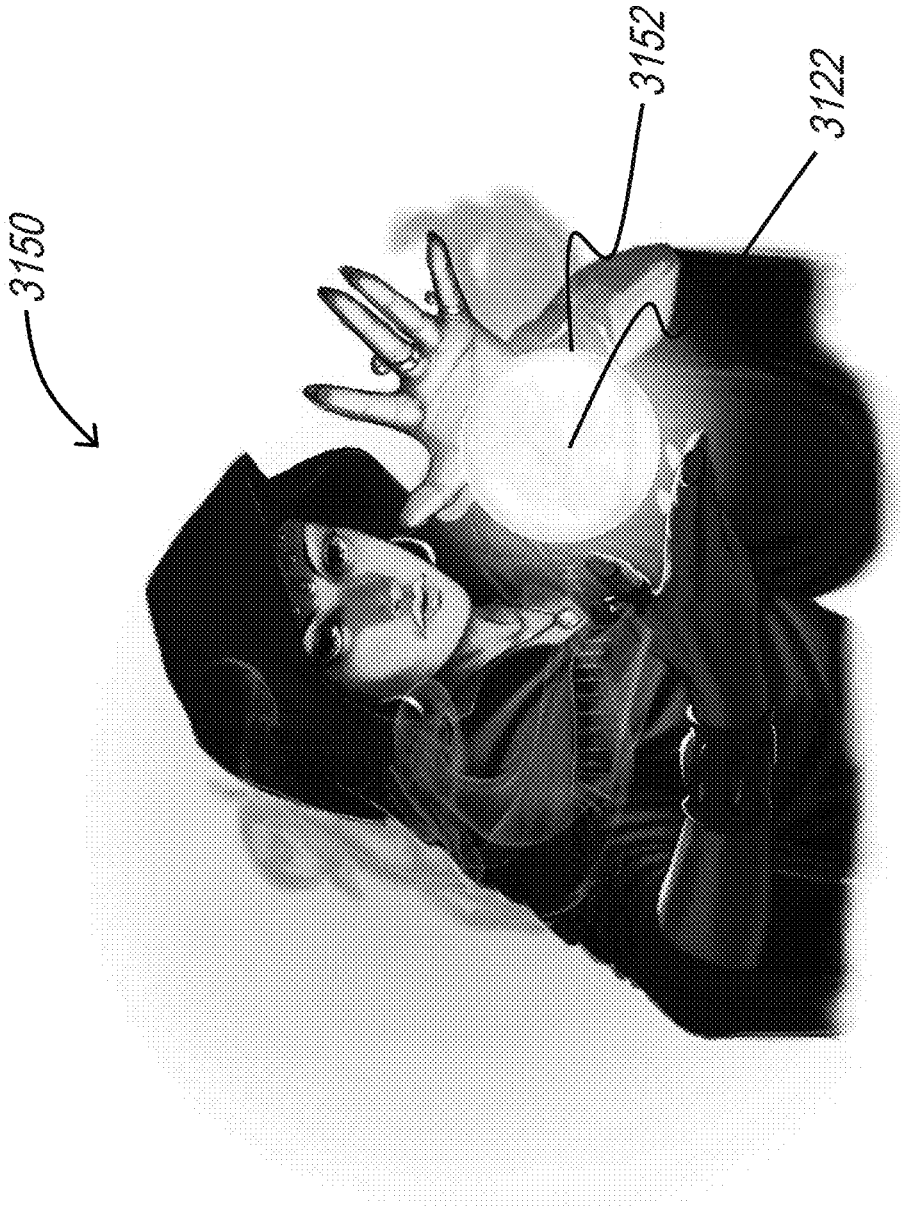


FIG. 31F

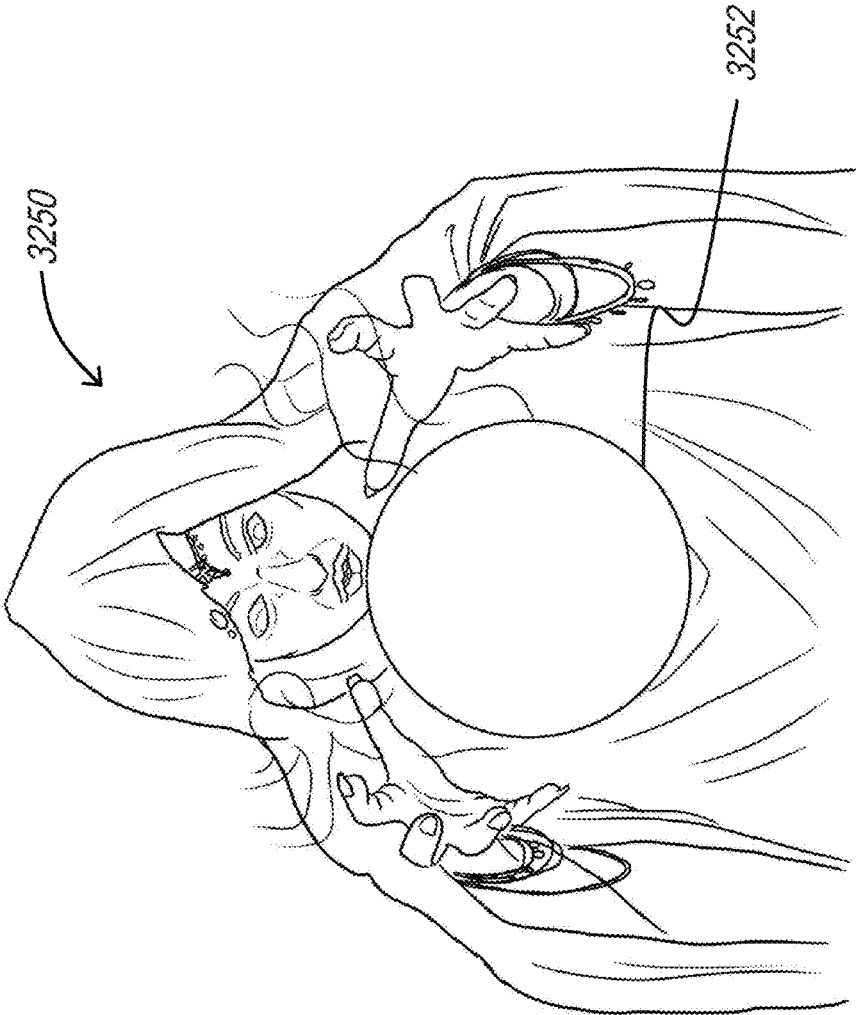


FIG. 32A

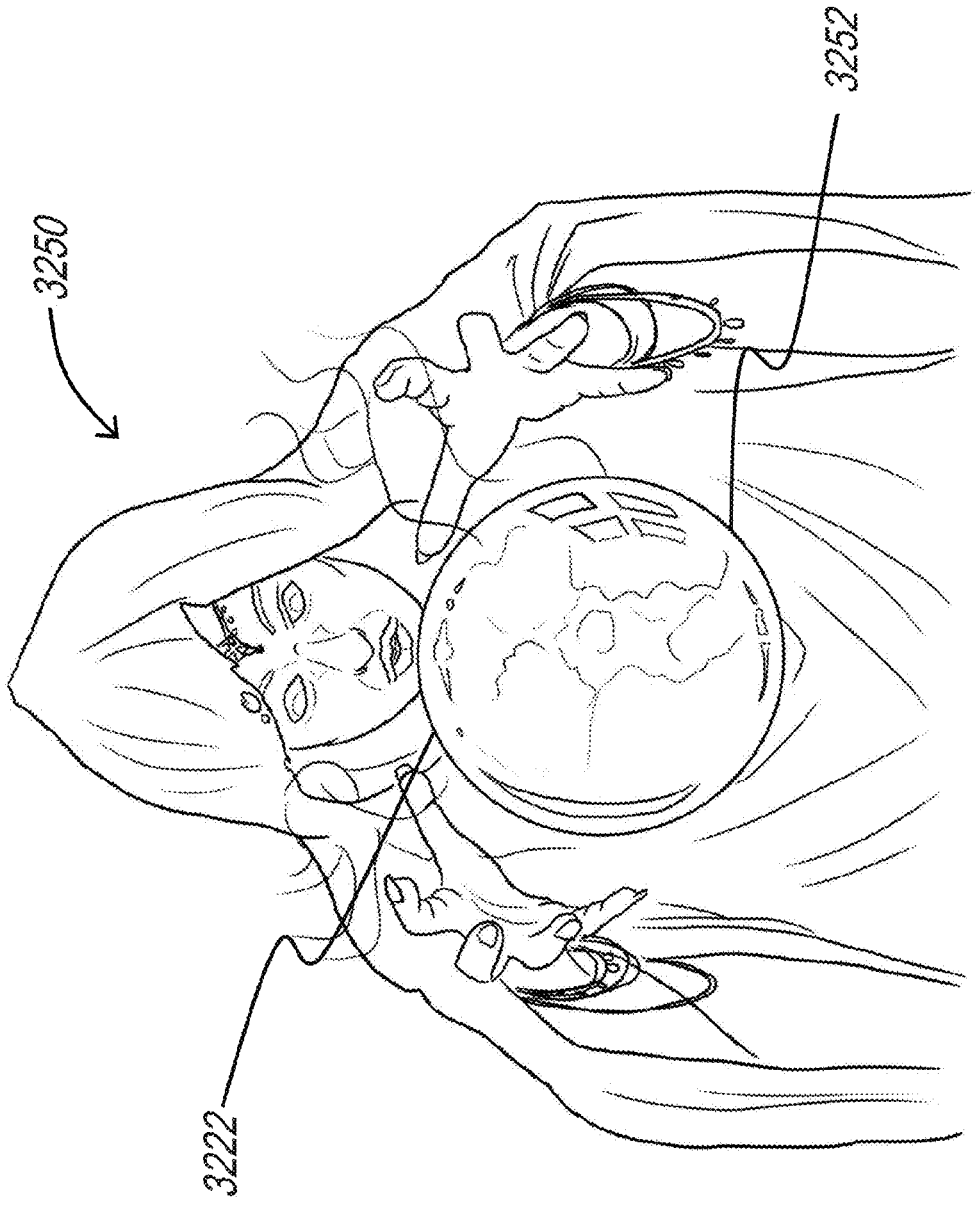


FIG. 32B



FIG. 32C



FIG. 32D



FIG. 32E



FIG. 32F

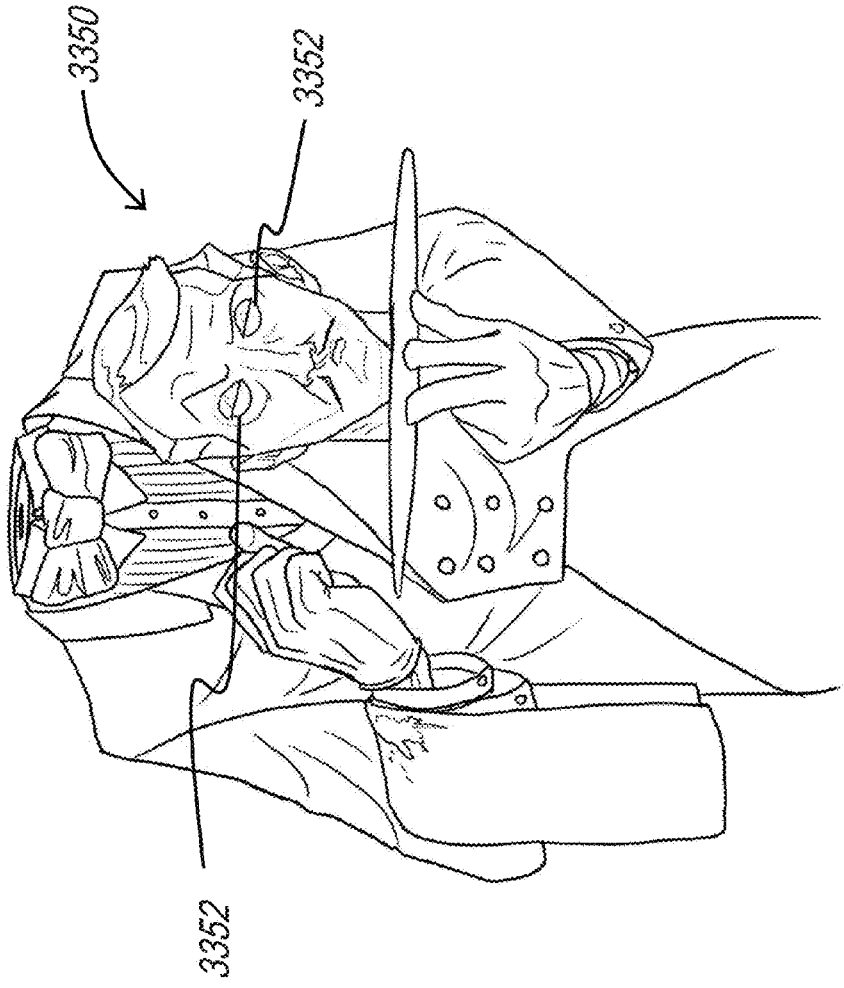


FIG. 33A

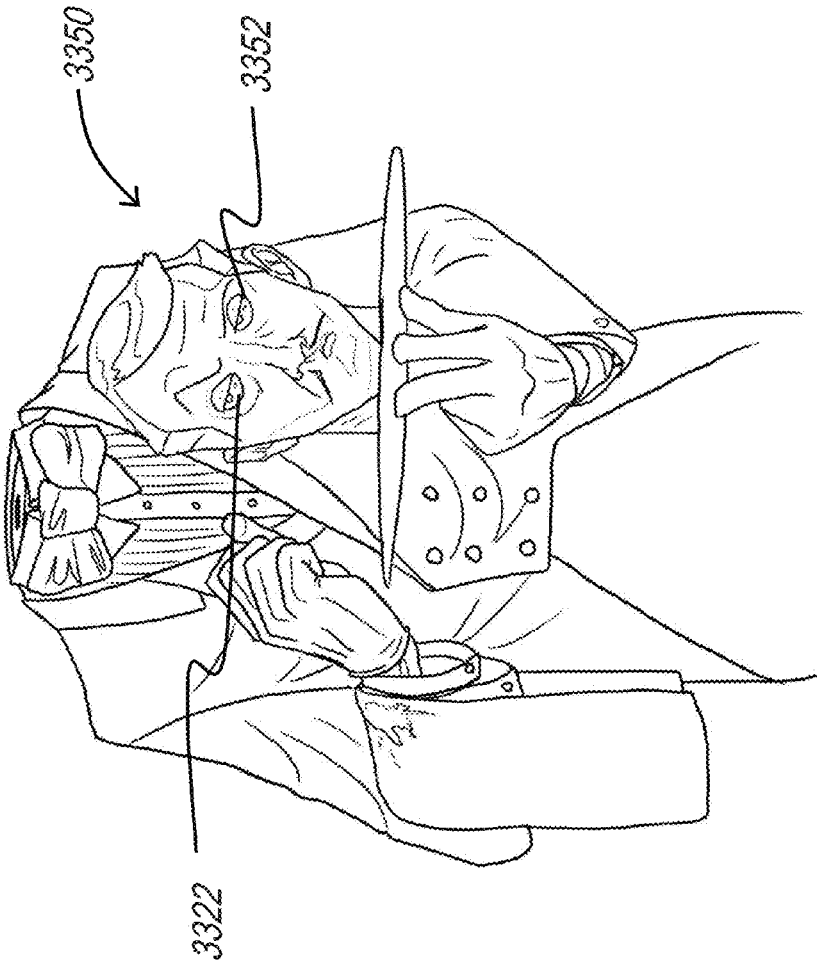


FIG. 33B

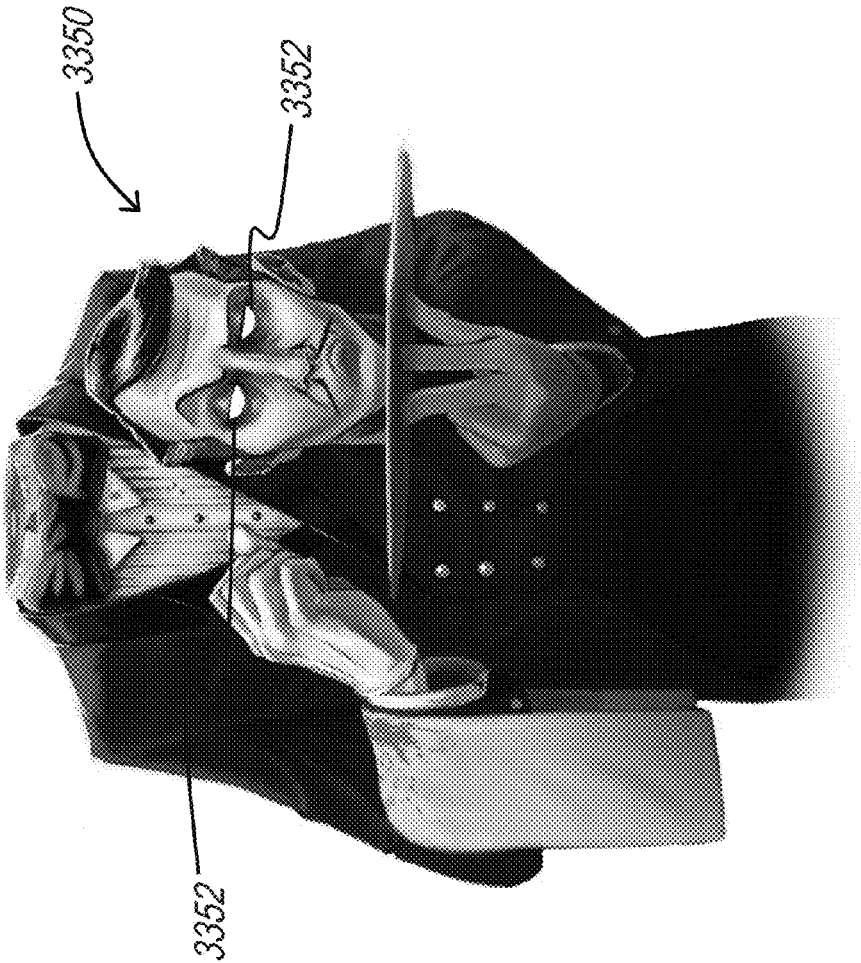


FIG. 33C

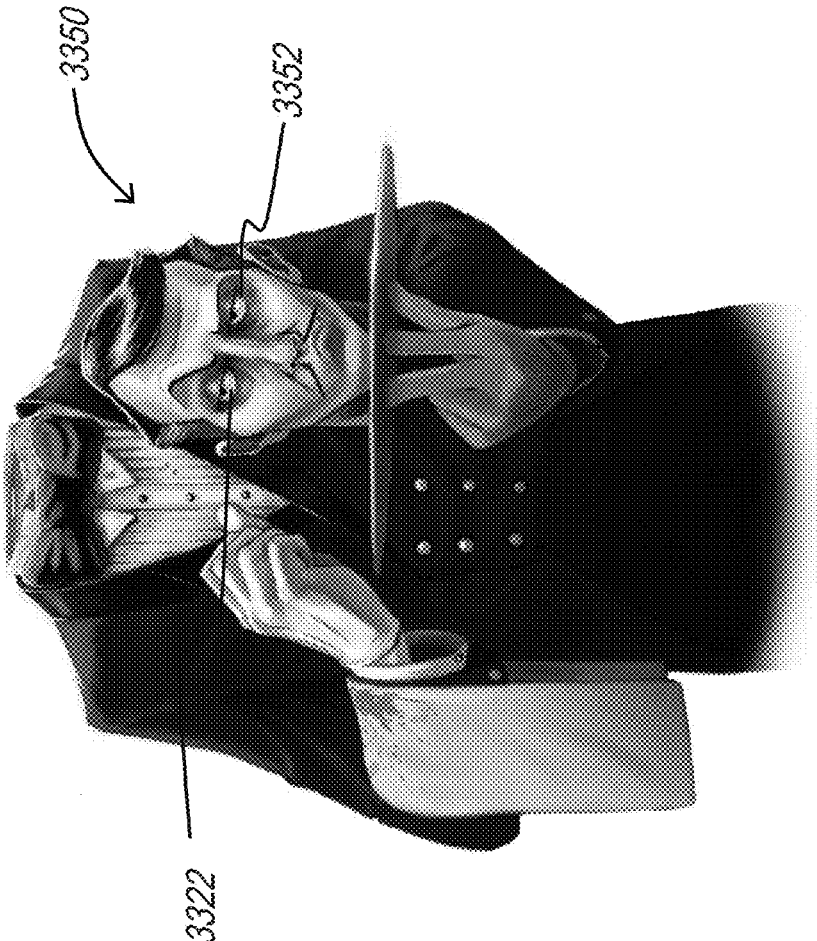


FIG. 33D

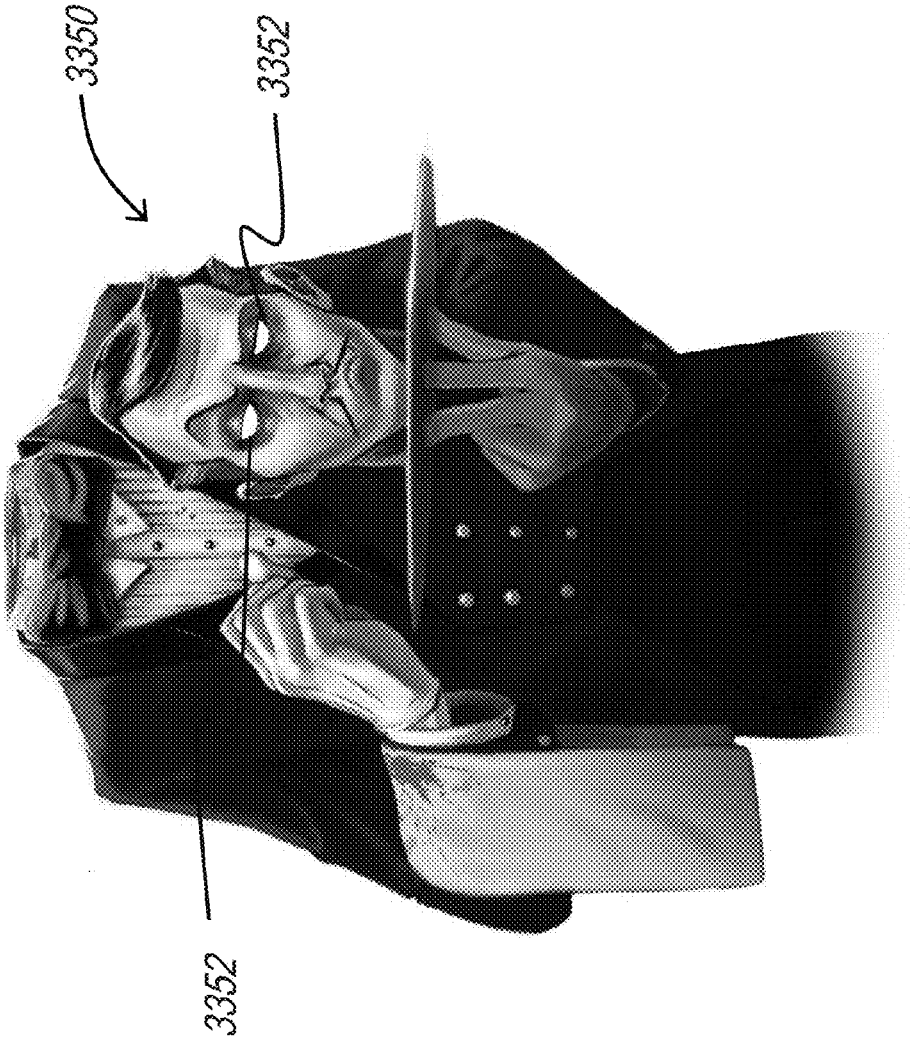


FIG. 33E

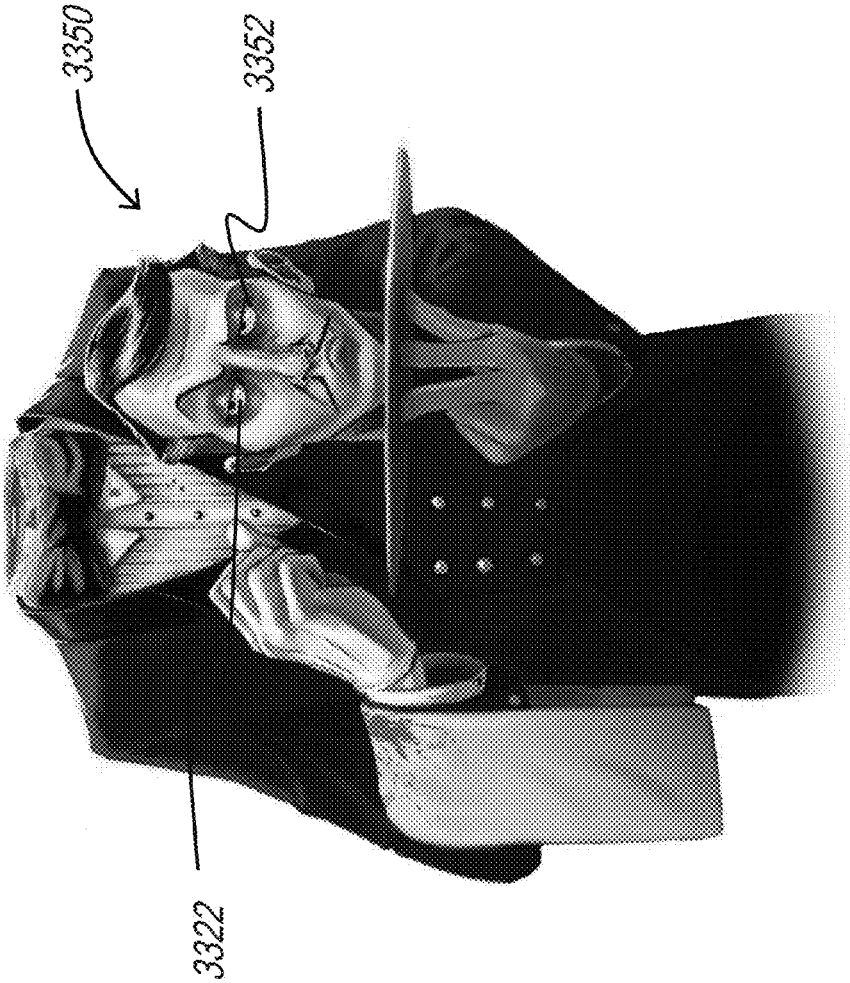


FIG. 33F

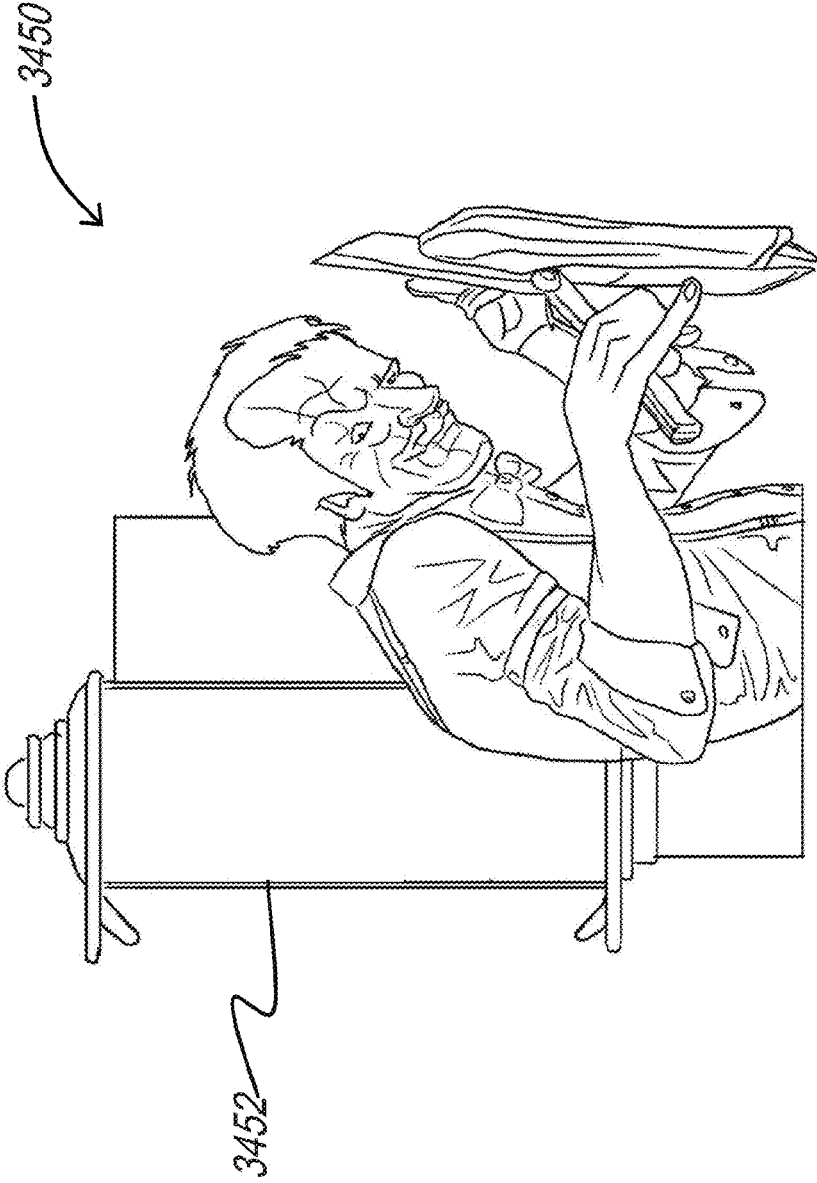


FIG. 34A

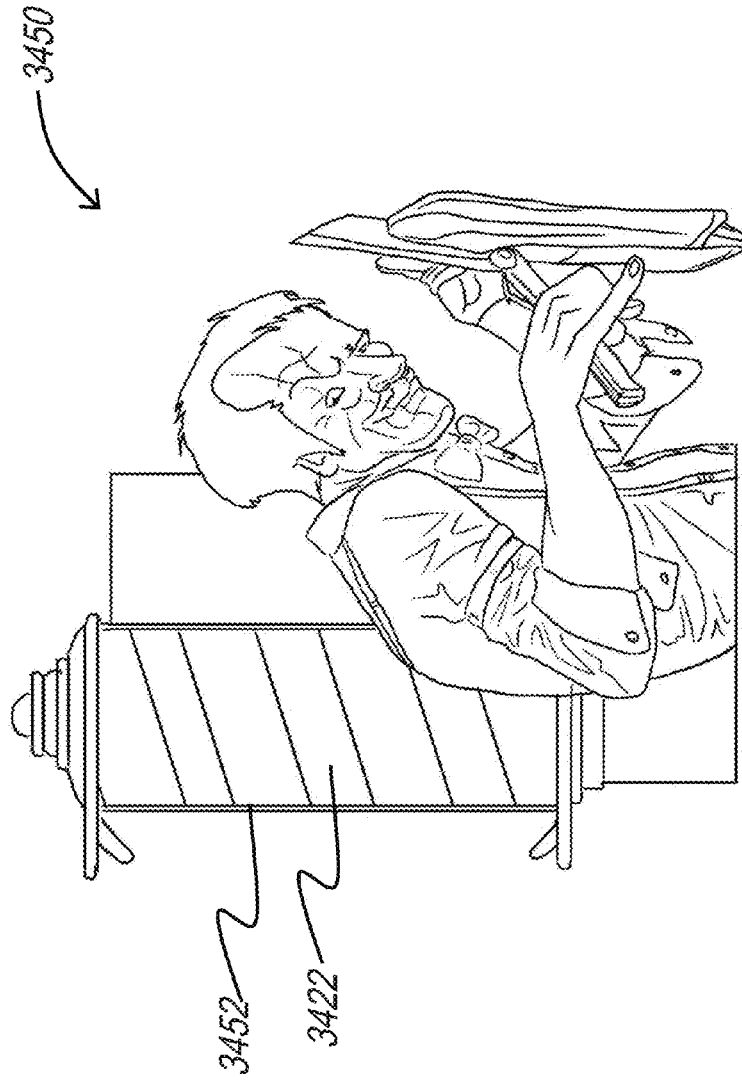


FIG. 34B



FIG. 34C



FIG. 34D



FIG. 34E

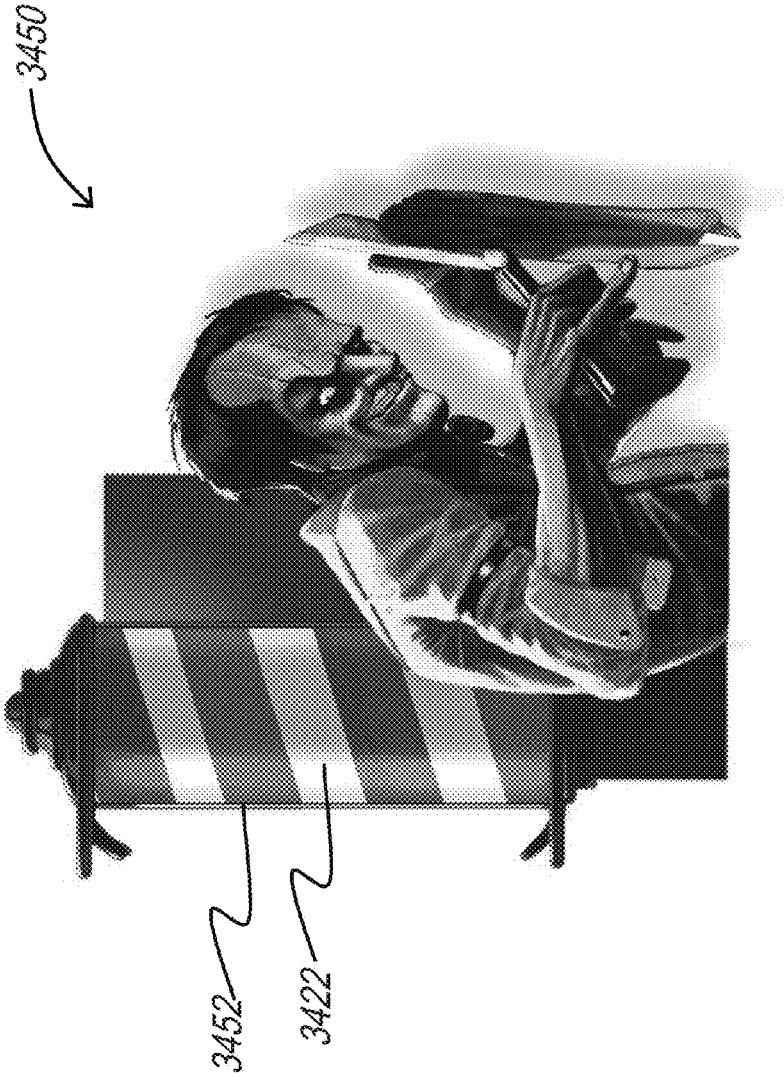


FIG. 34F

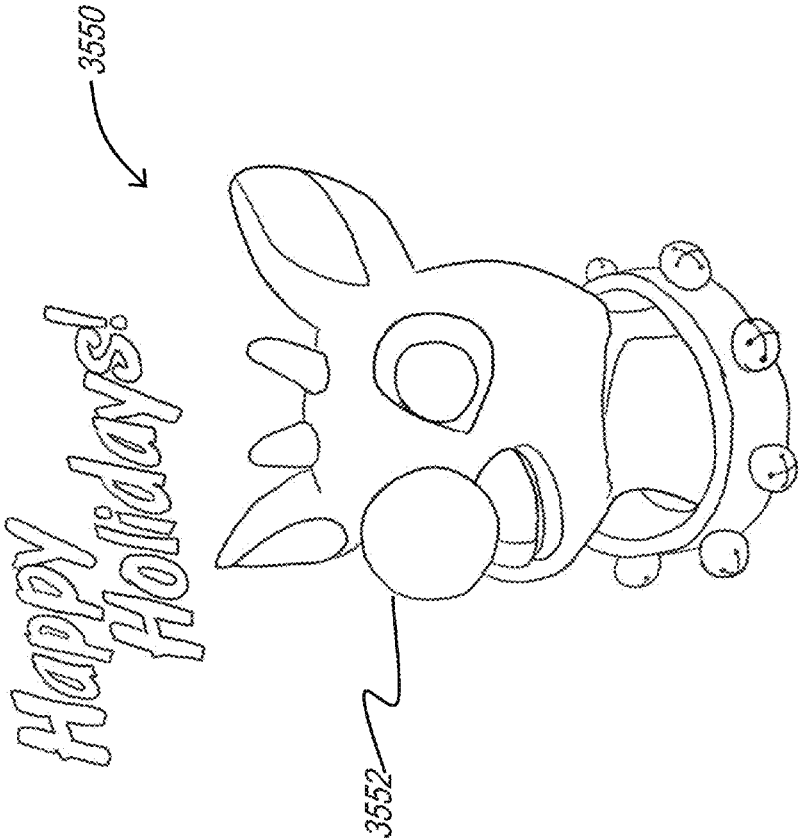


FIG. 35A

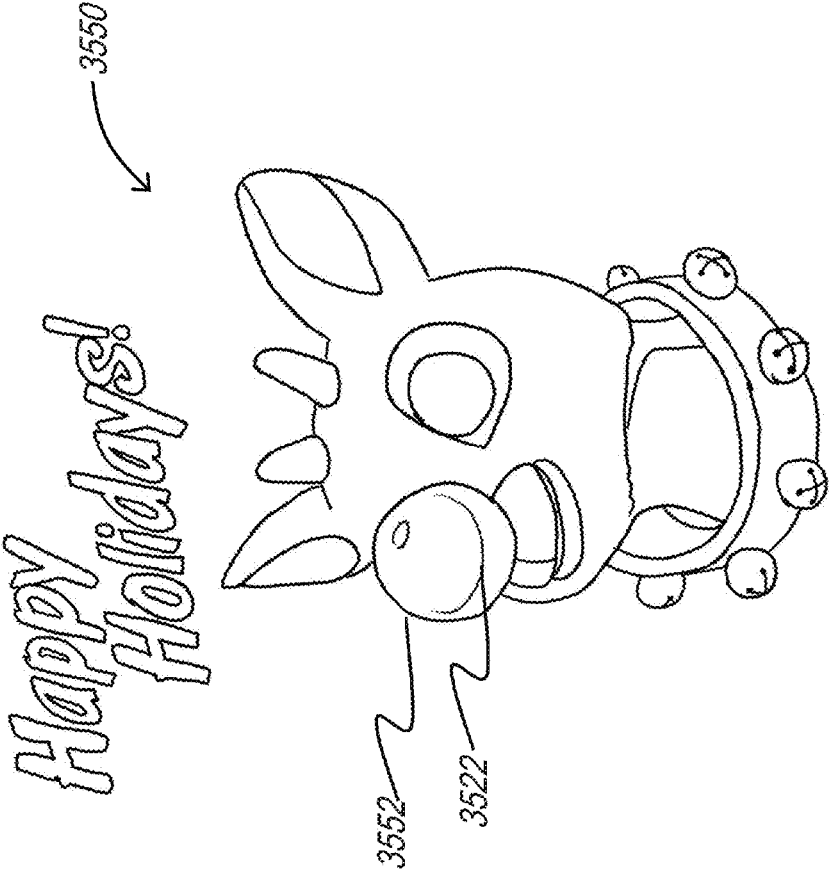


FIG. 35B

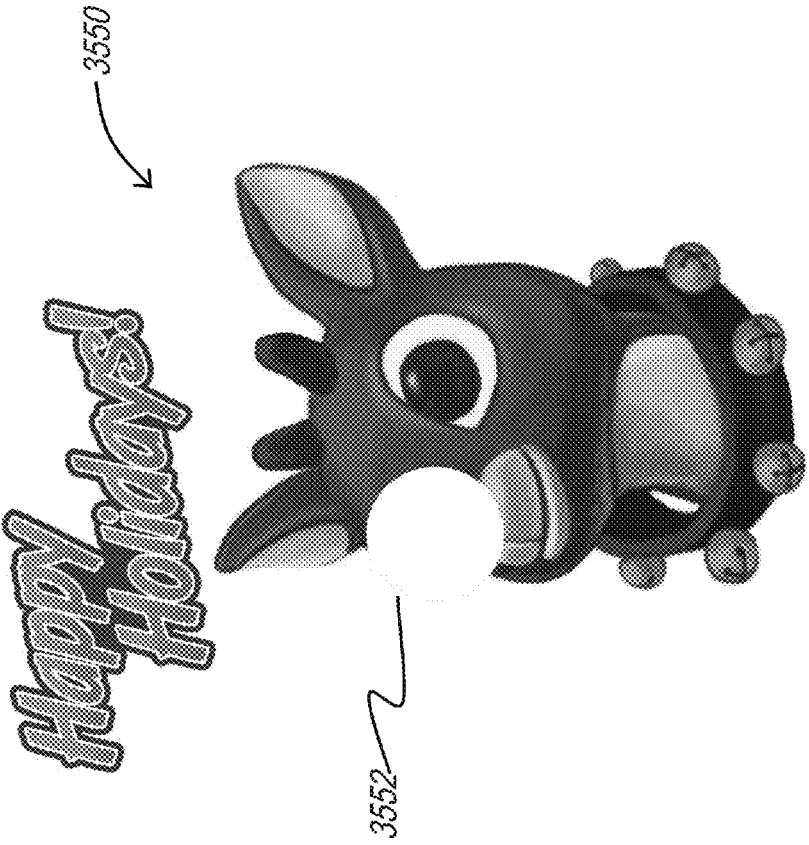


FIG. 35C

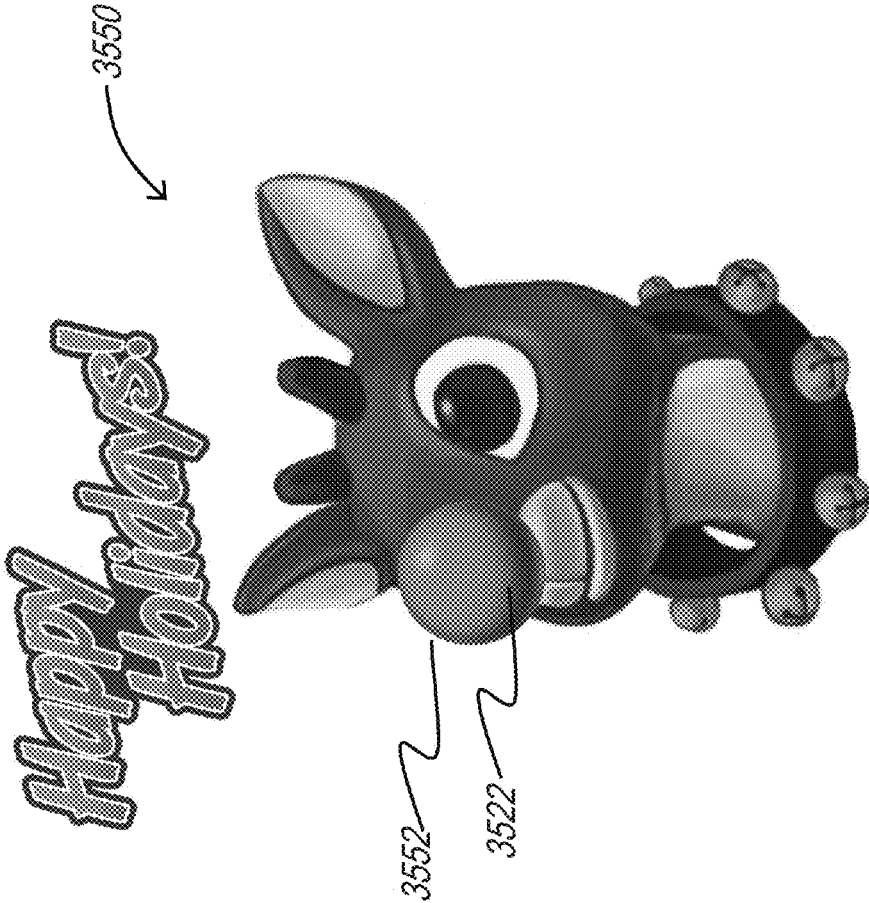


FIG. 35D

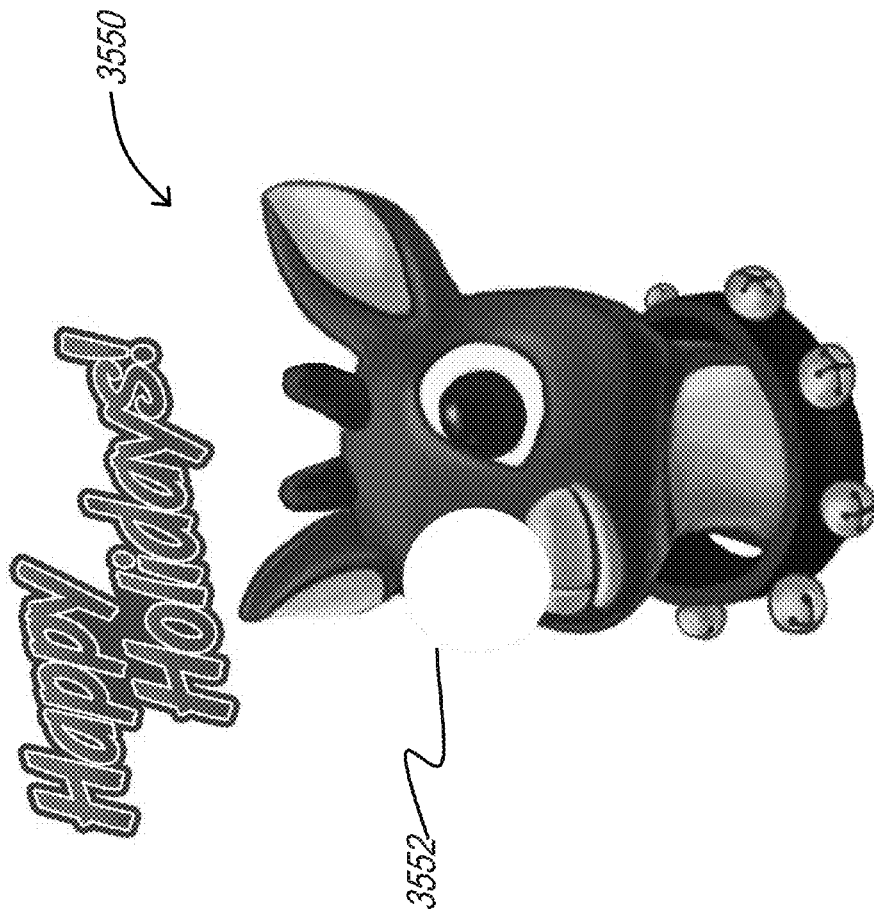


FIG. 35E

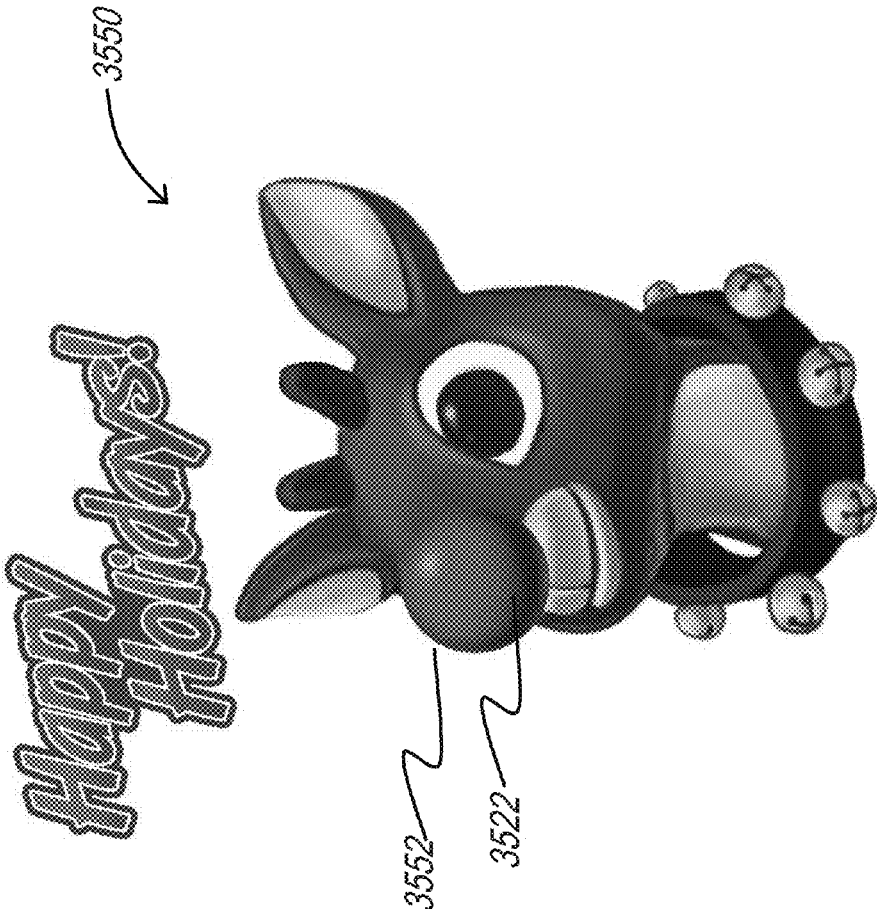


FIG. 35F

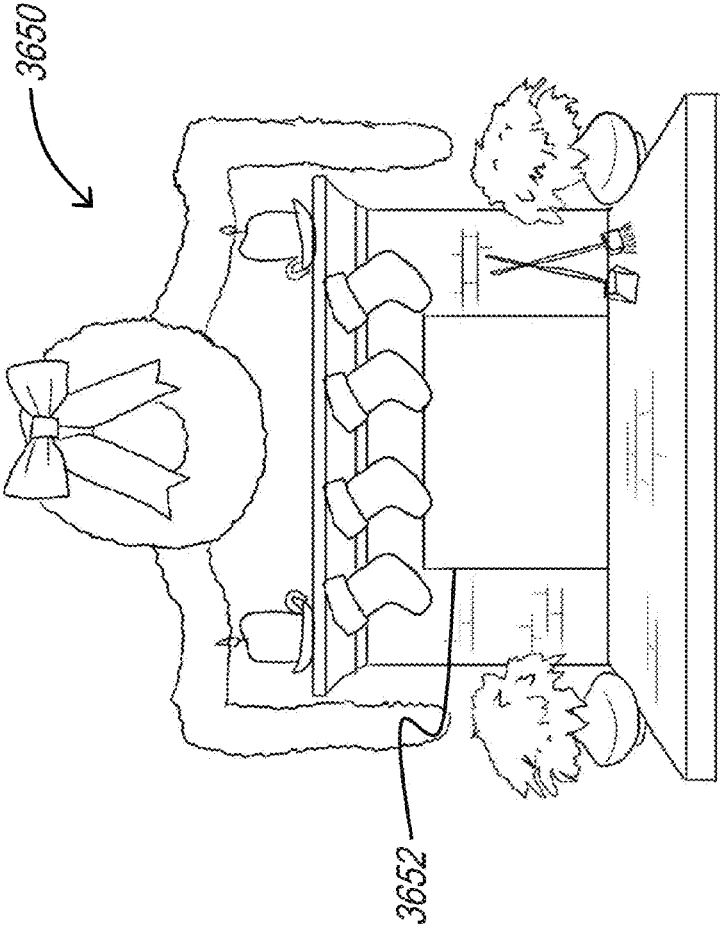


FIG. 36A

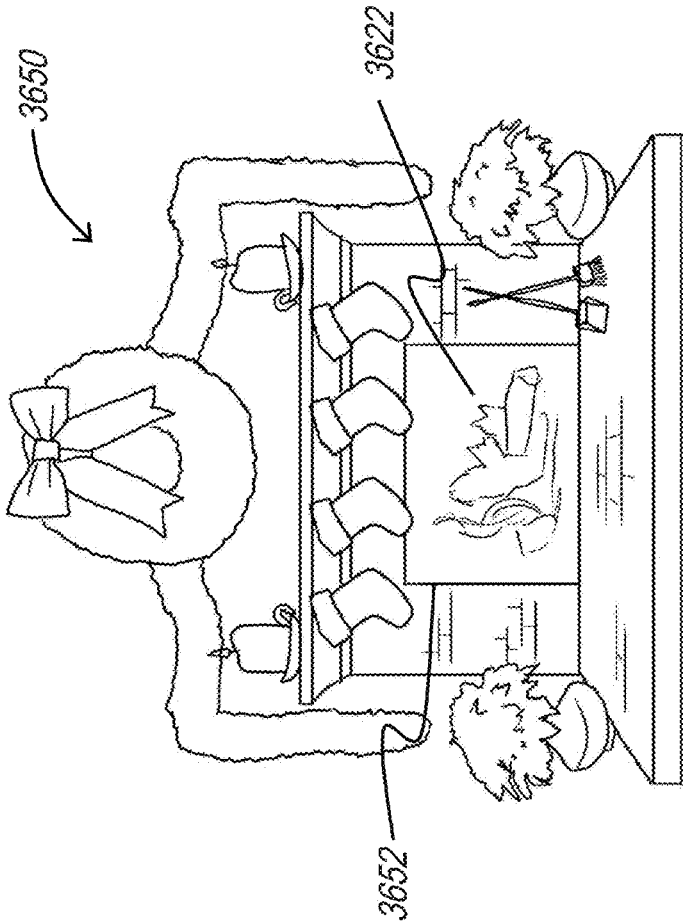


FIG. 36B

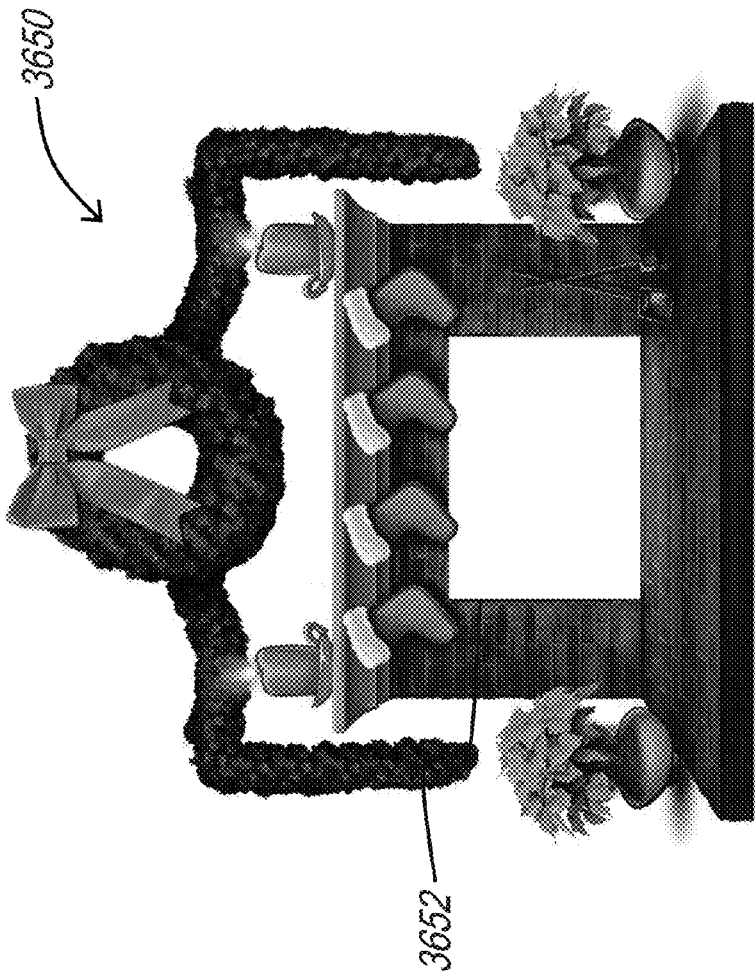


FIG. 36C

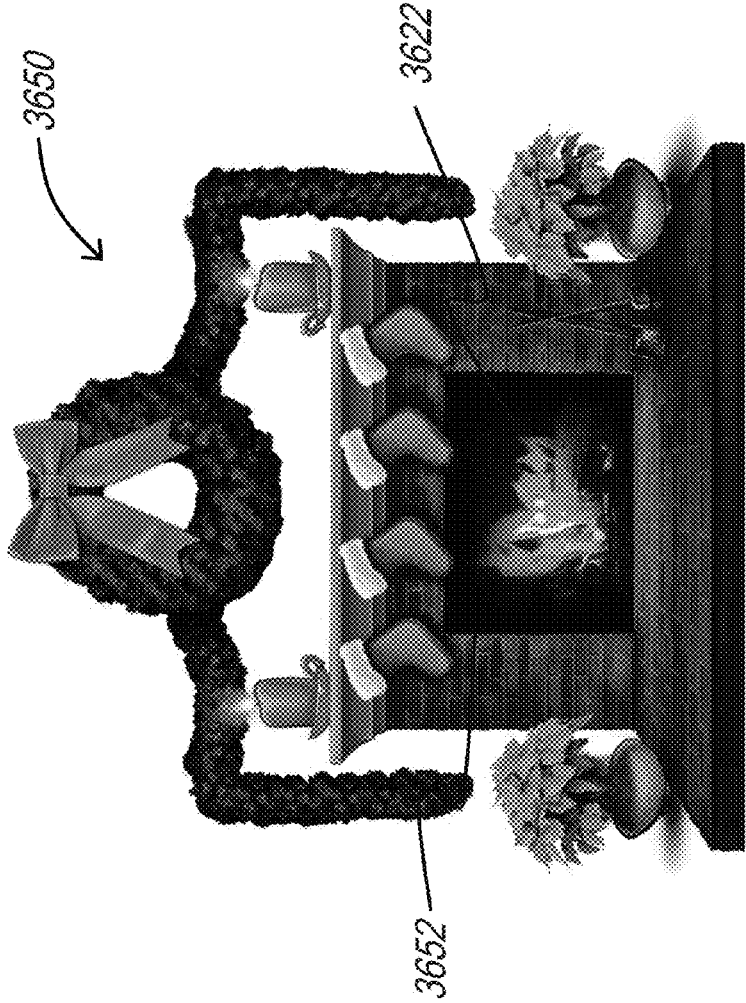


FIG. 36D

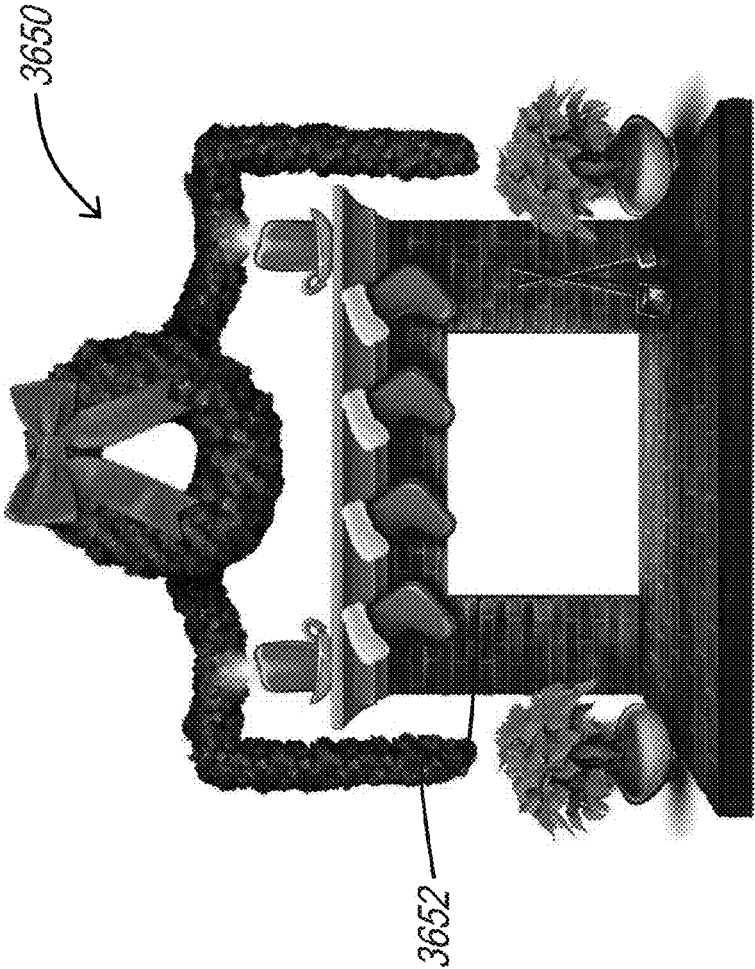


FIG. 36E

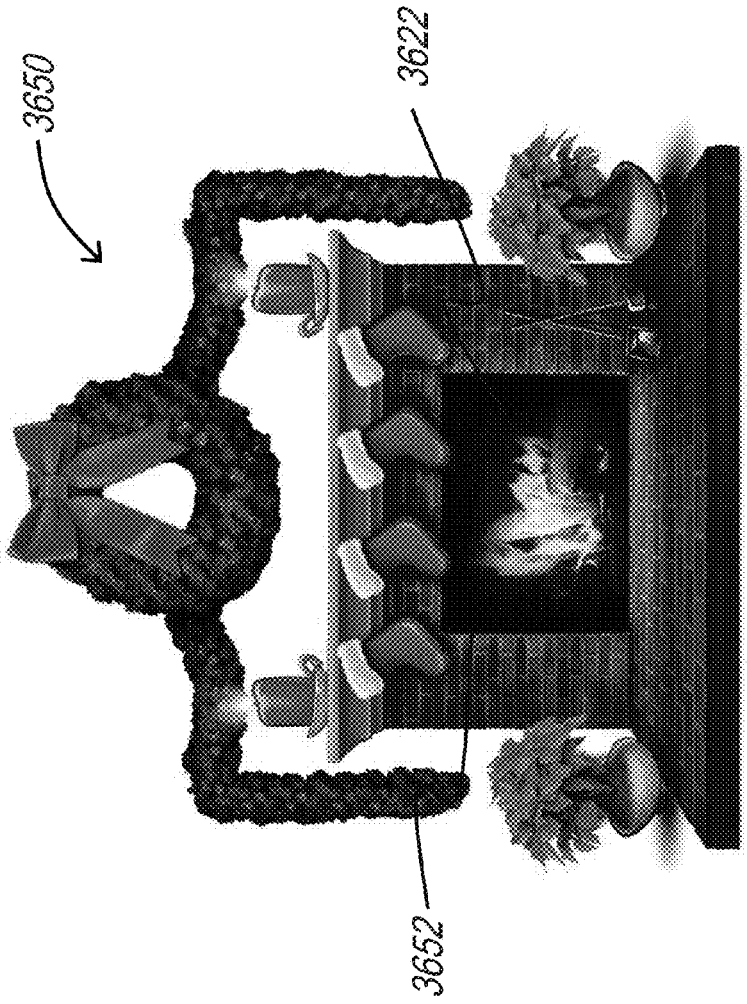


FIG. 36F

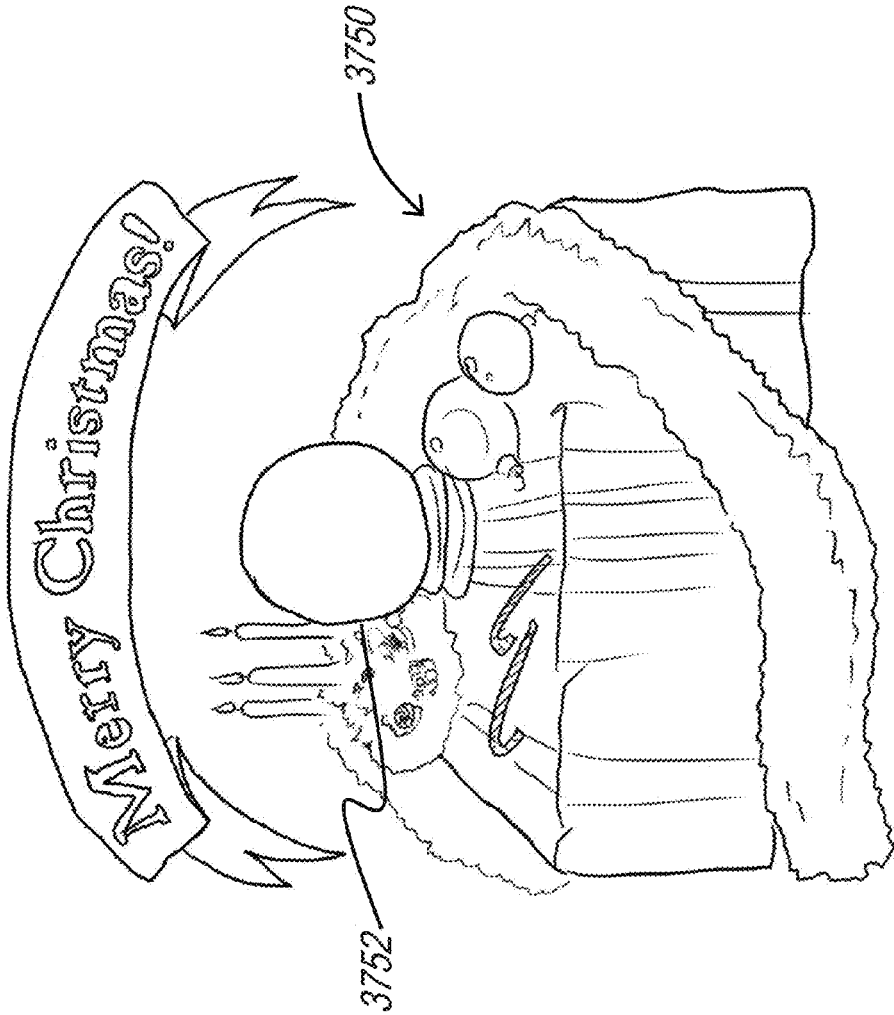


FIG. 37A

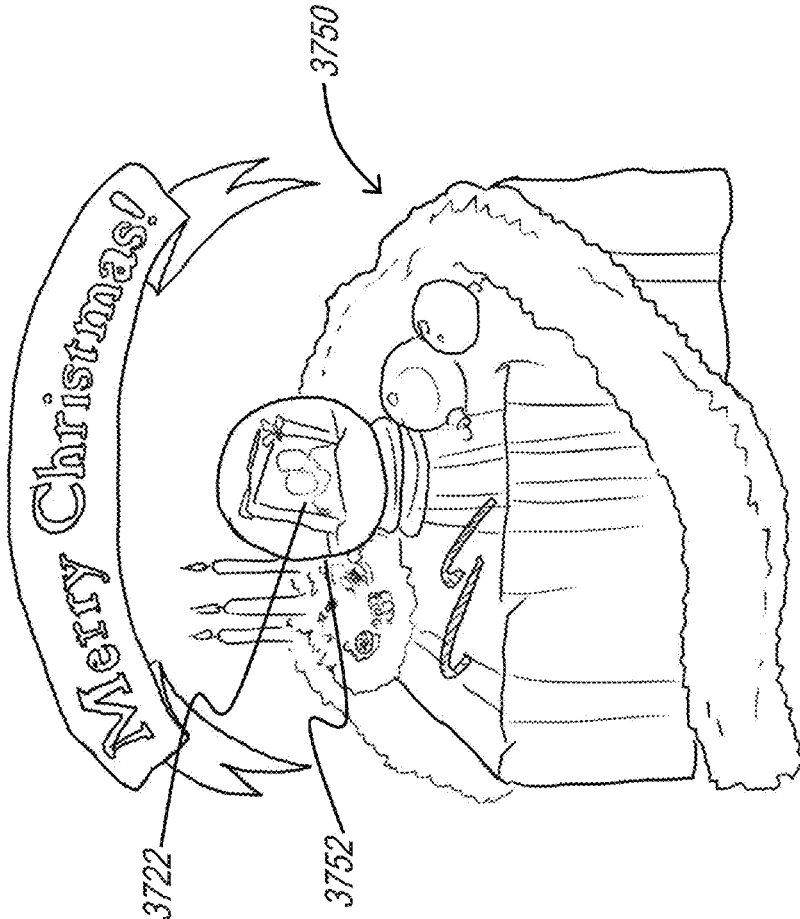


FIG. 37B

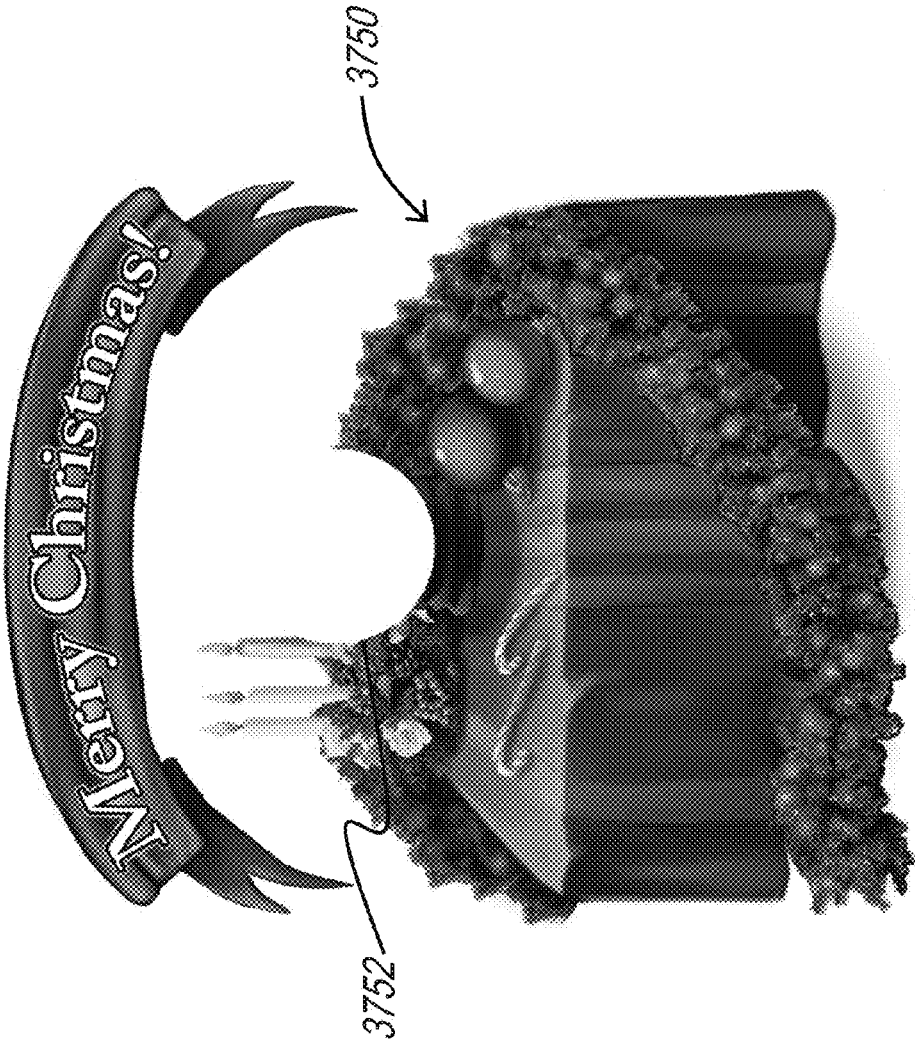


FIG. 37C

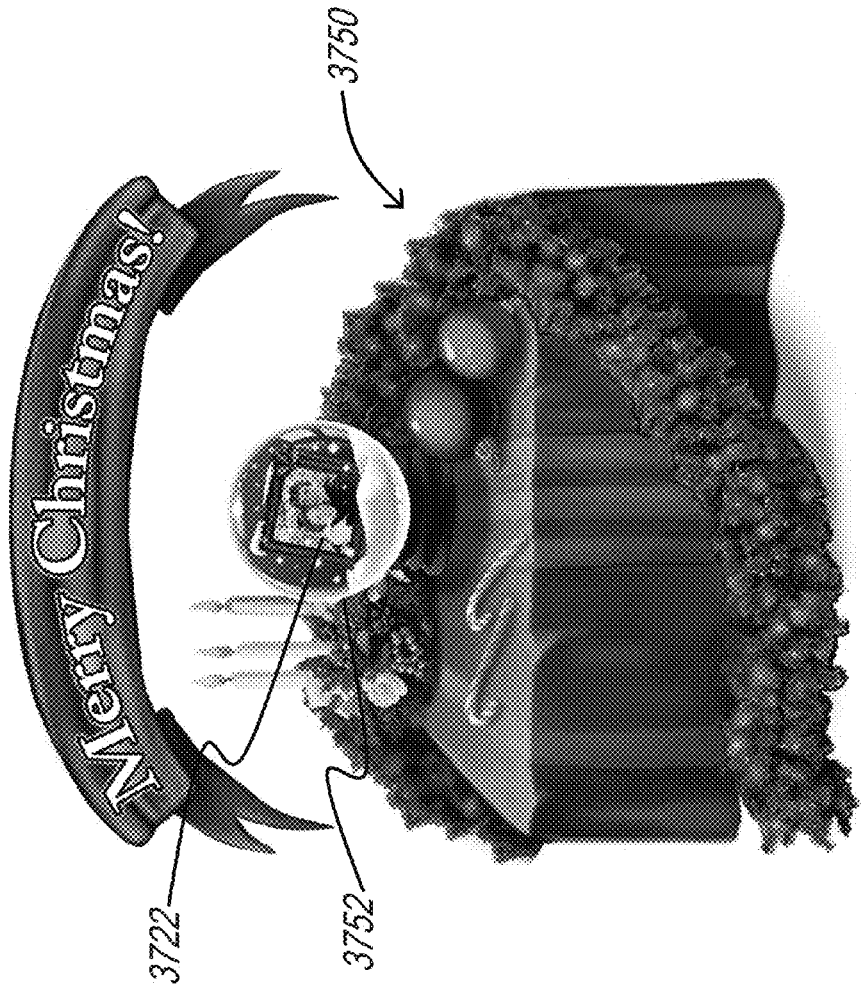


FIG. 37D

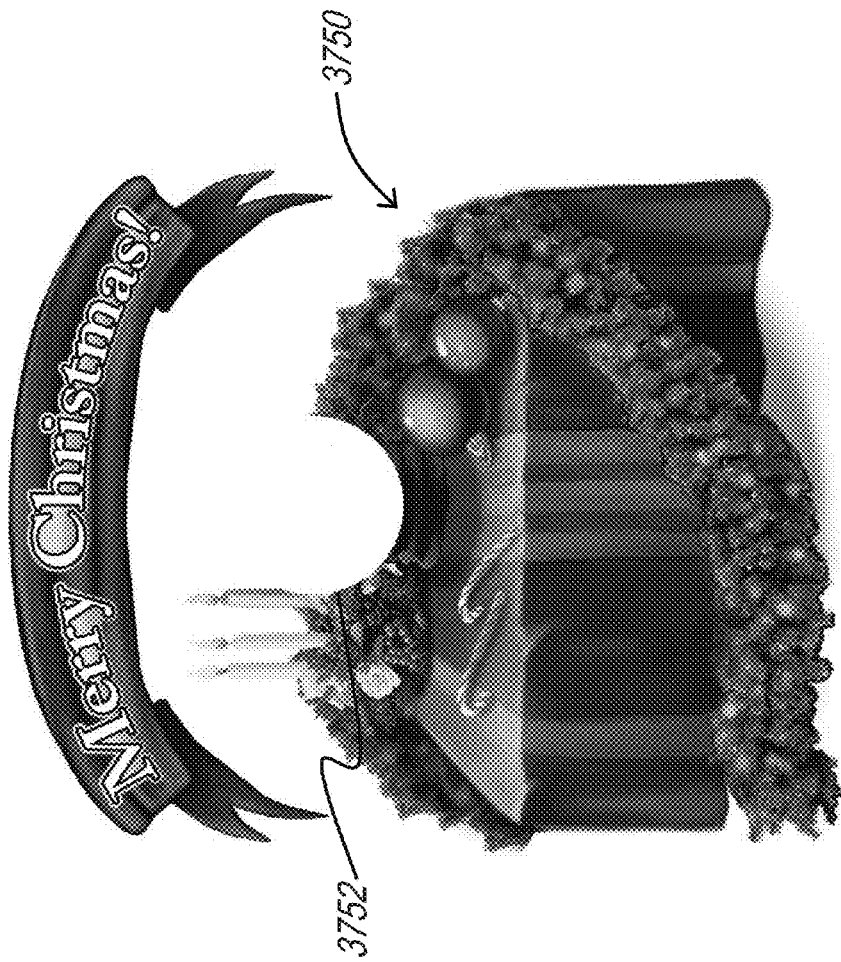


FIG. 37E

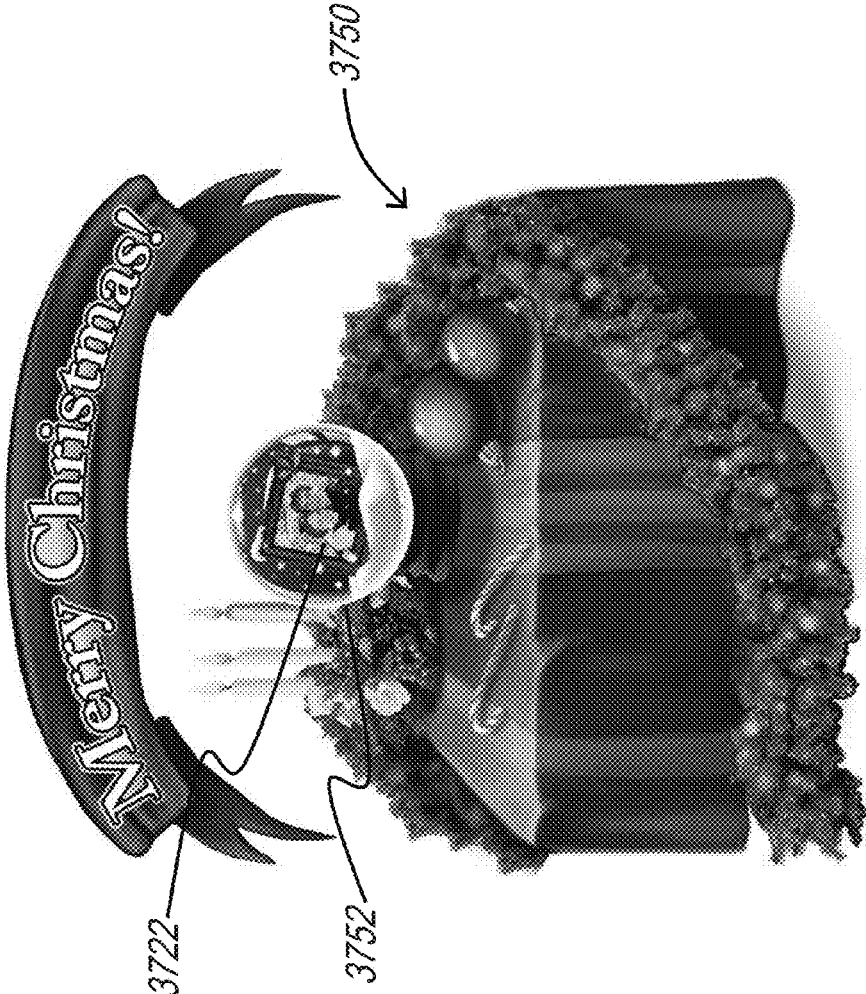


FIG. 37F

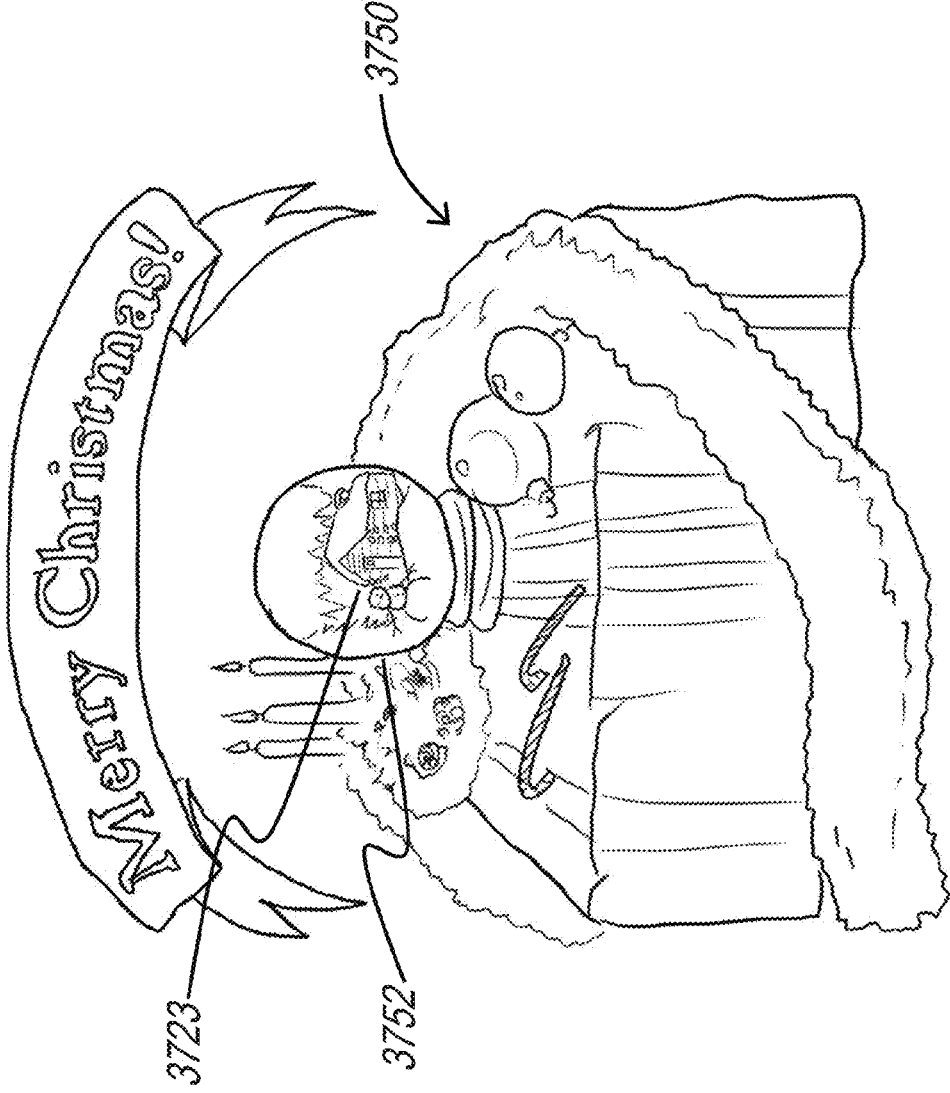


FIG. 38A

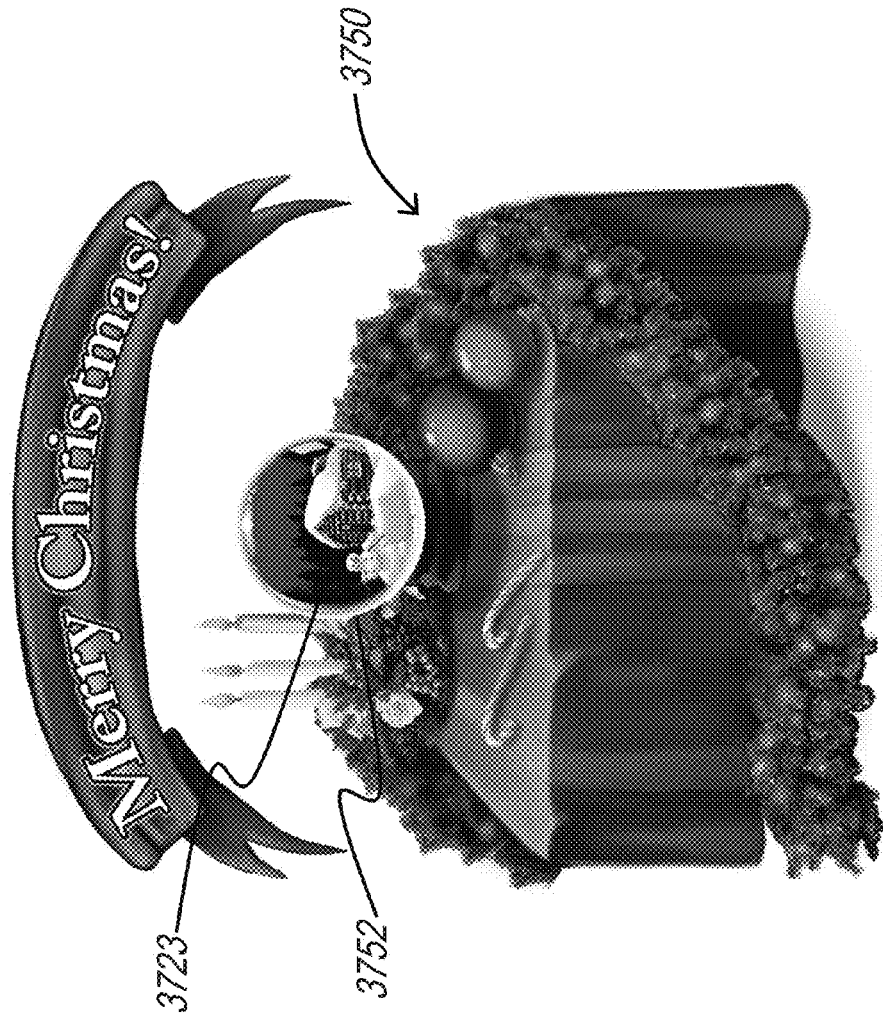


FIG. 38B

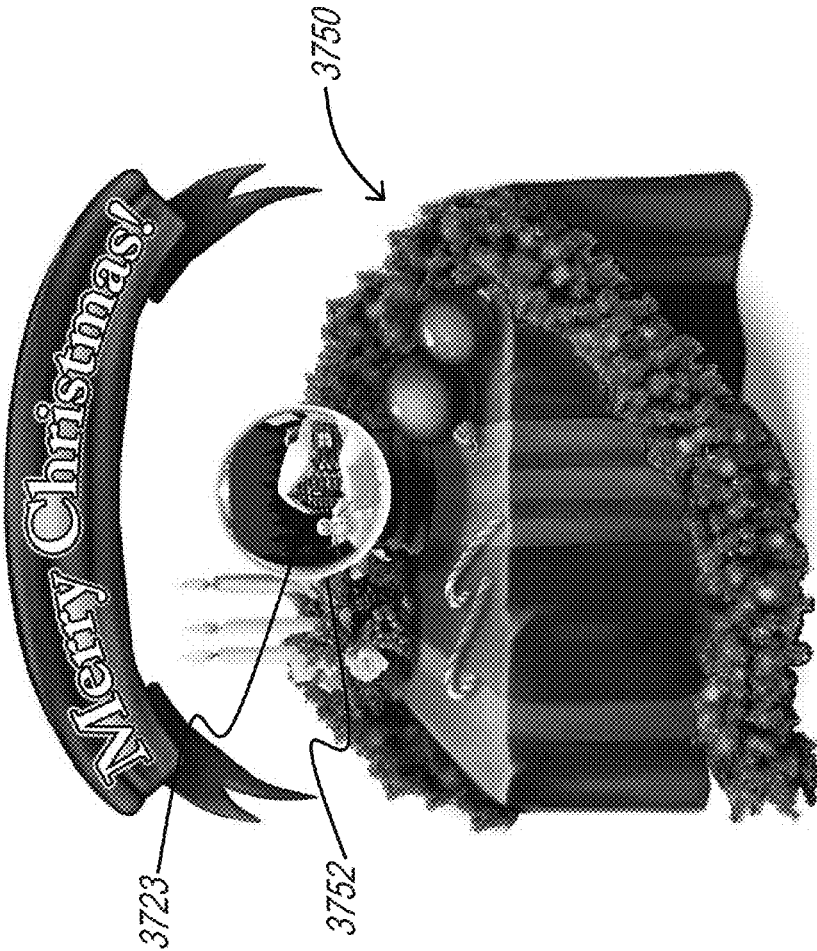


FIG. 38C

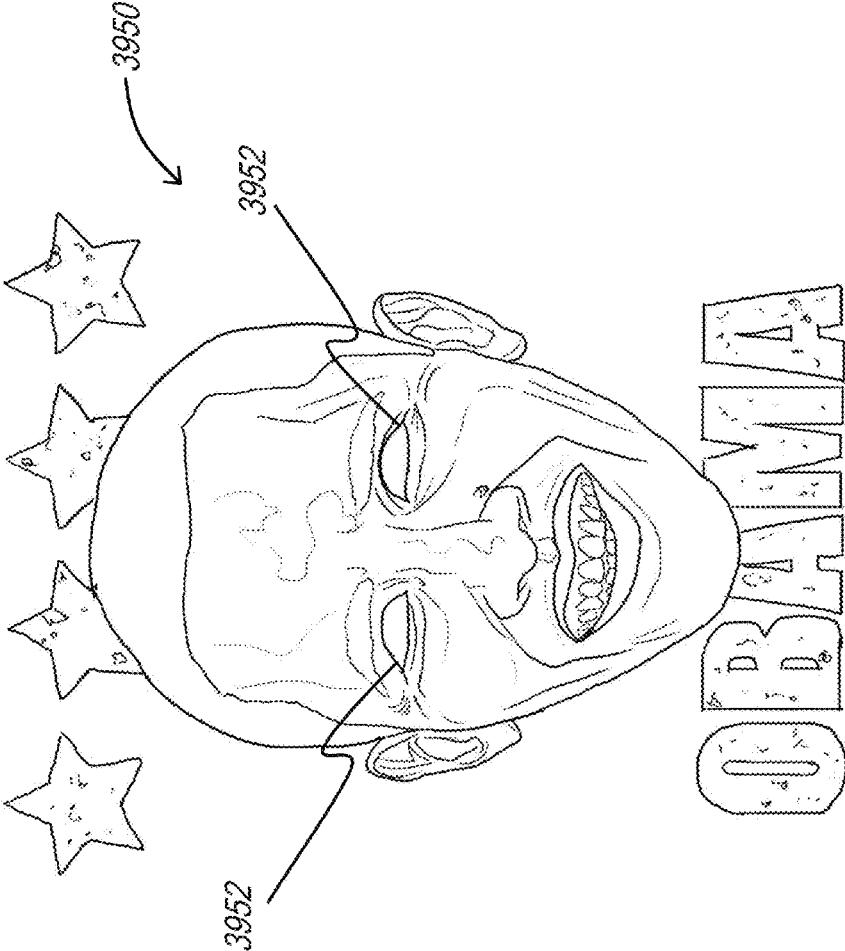


FIG. 39A

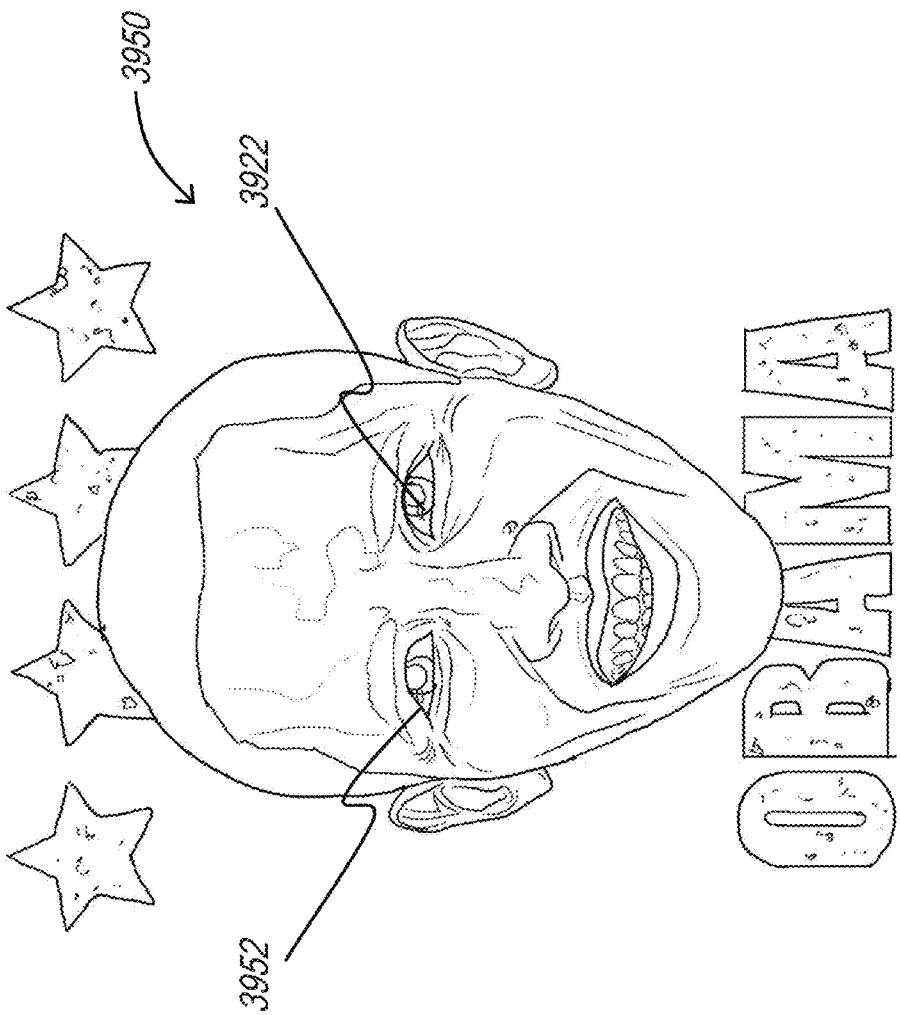


FIG. 39B

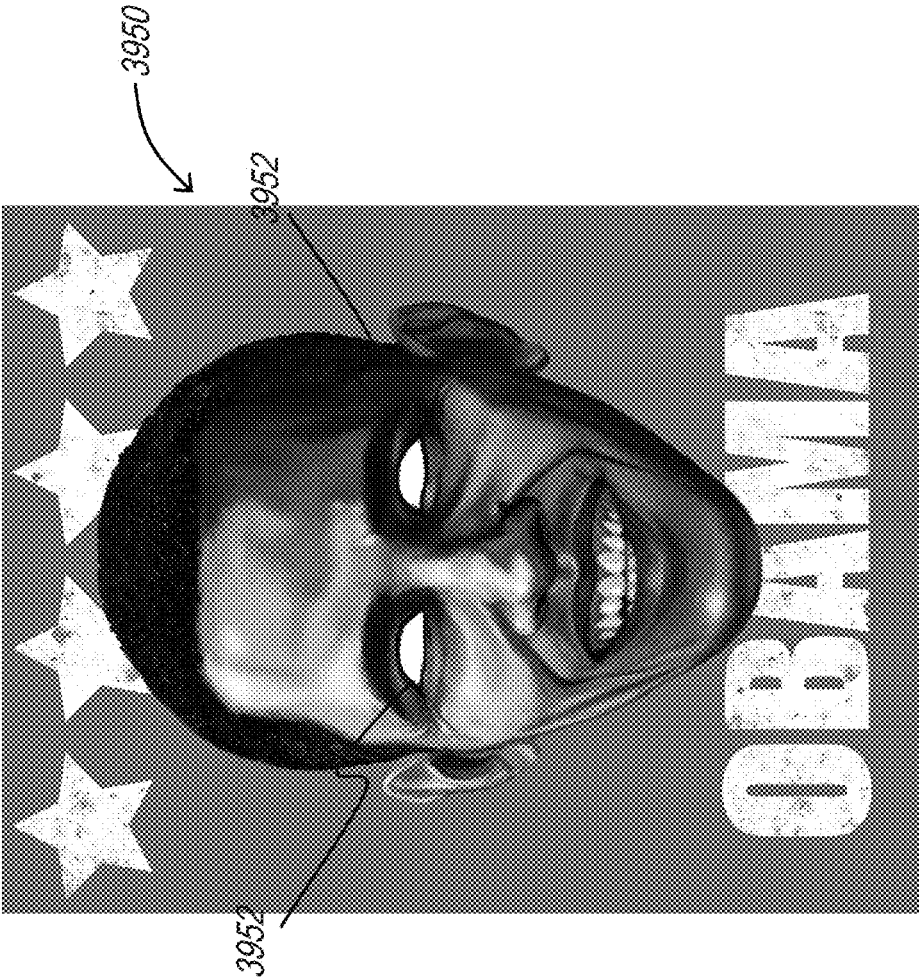


FIG. 39C

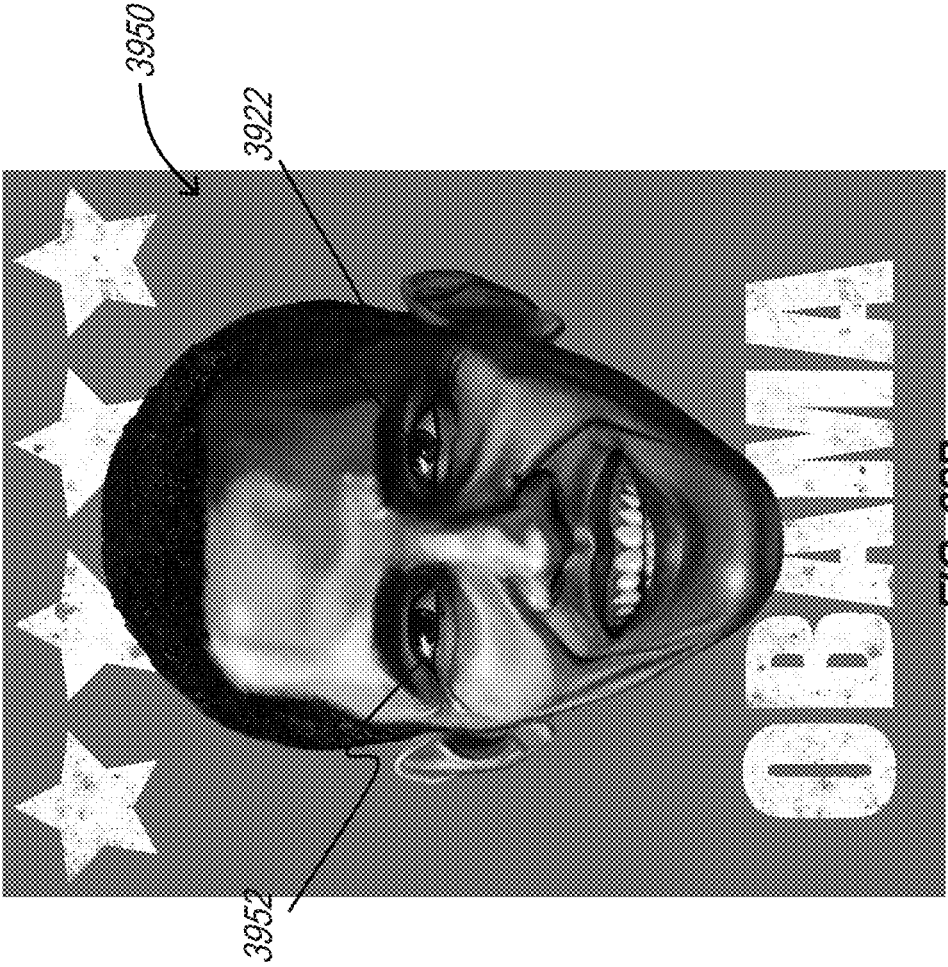


FIG. 39B

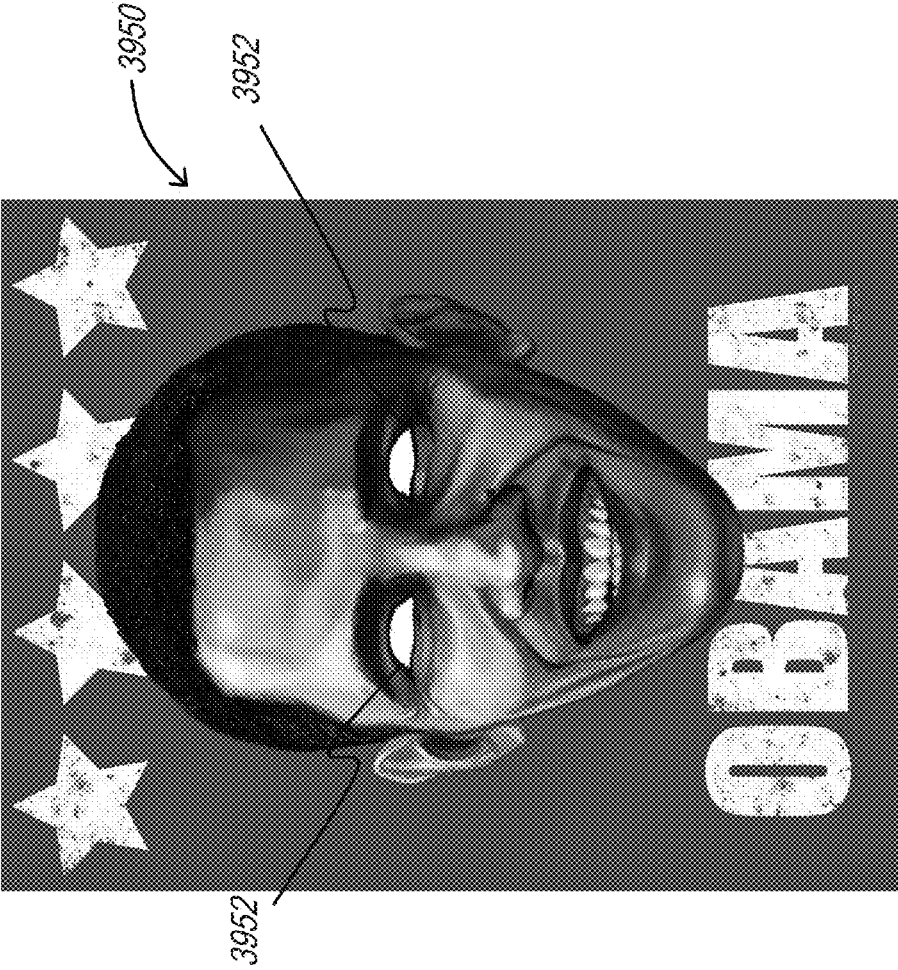


FIG. 39E

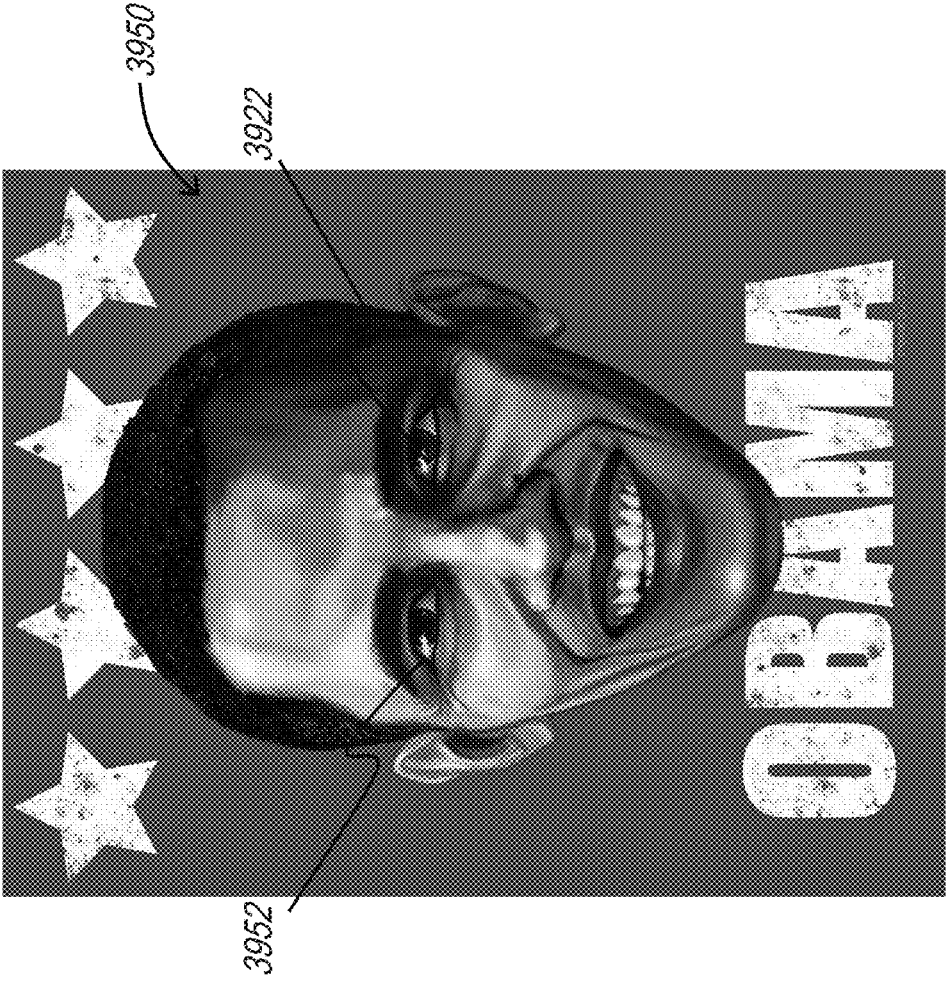


FIG. 39F

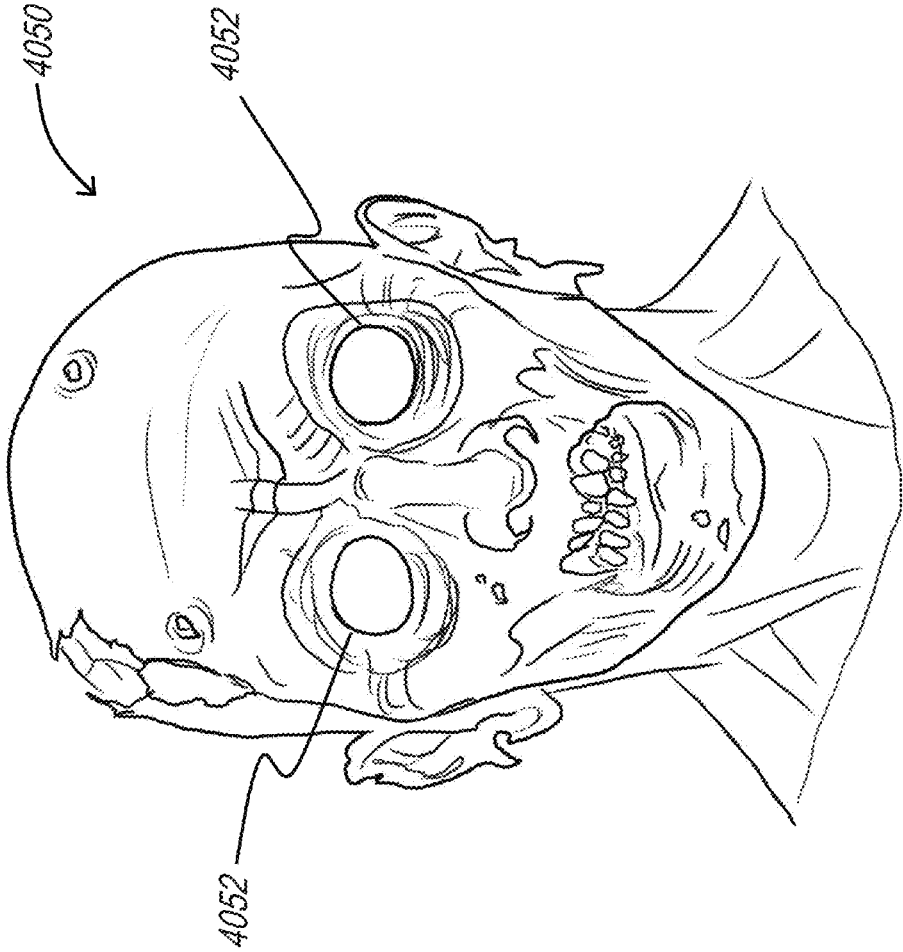


FIG. 40A

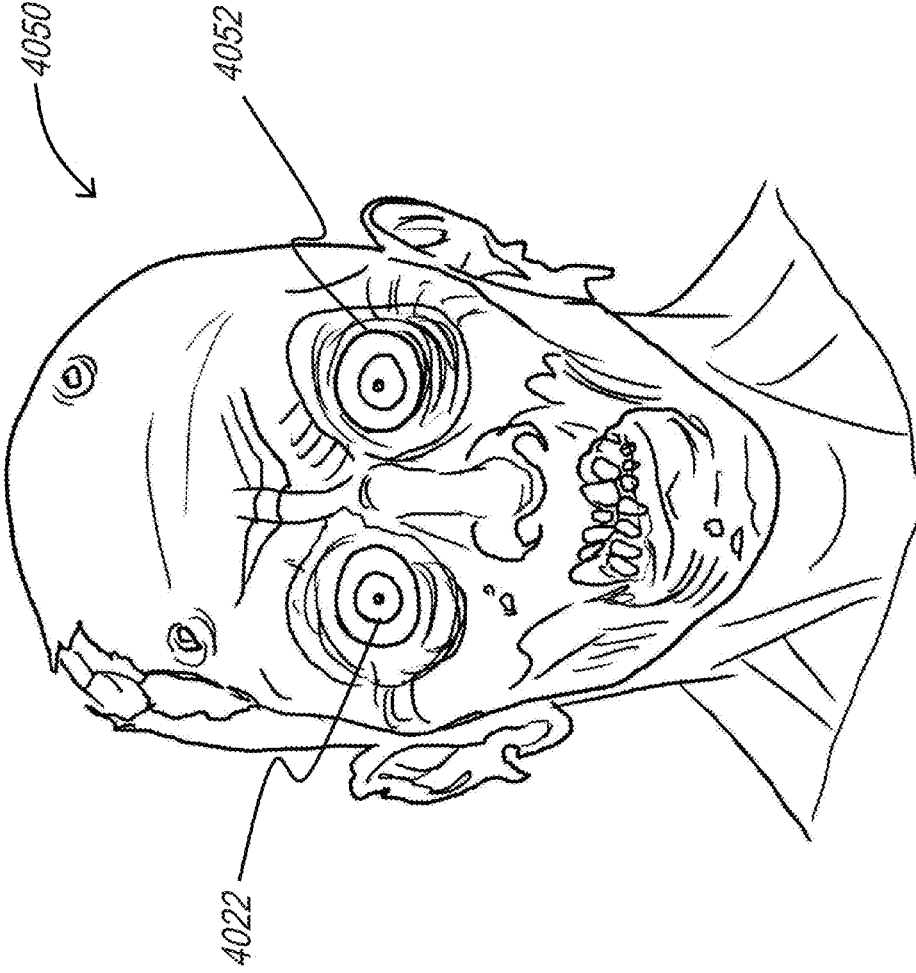


FIG. 40B

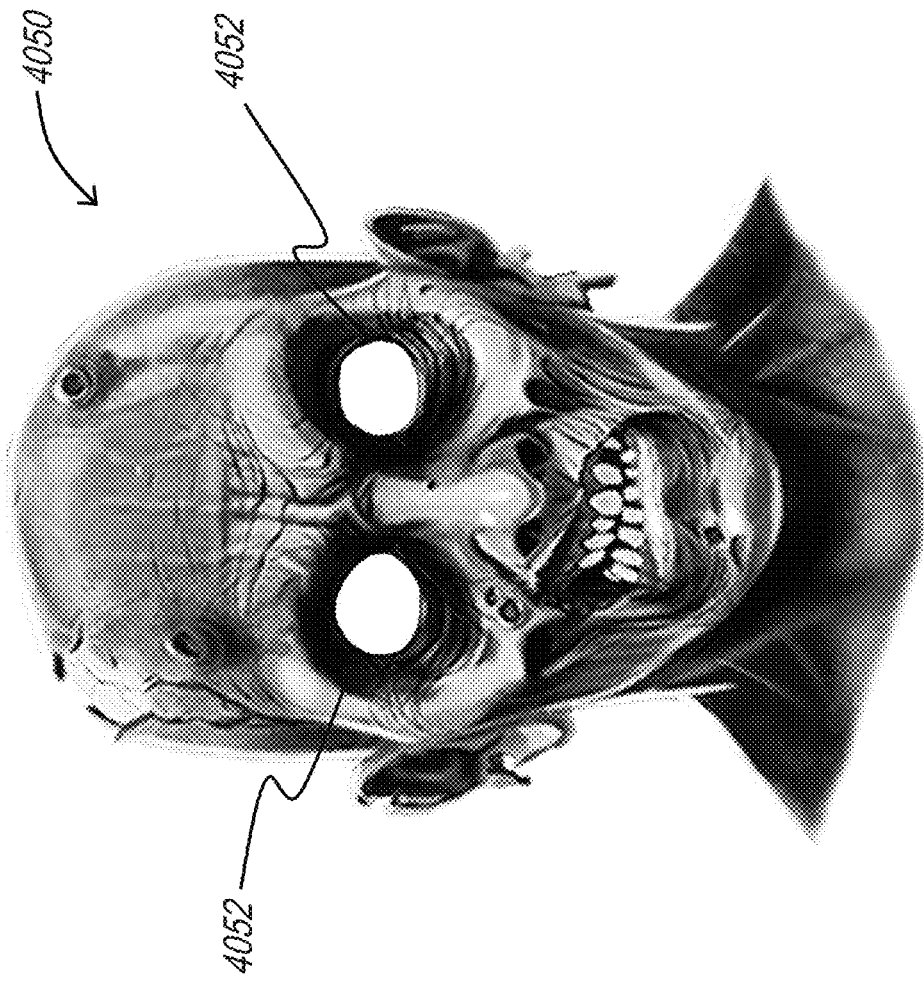


FIG. 40C

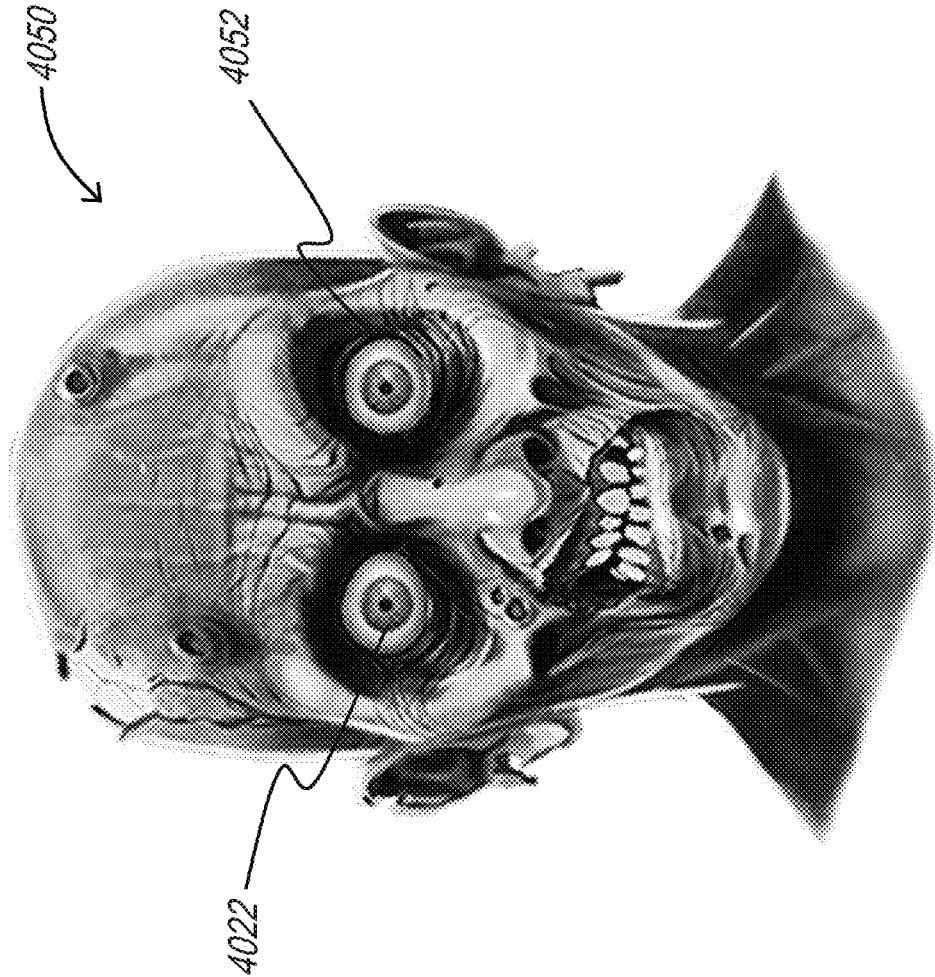


FIG. 40D

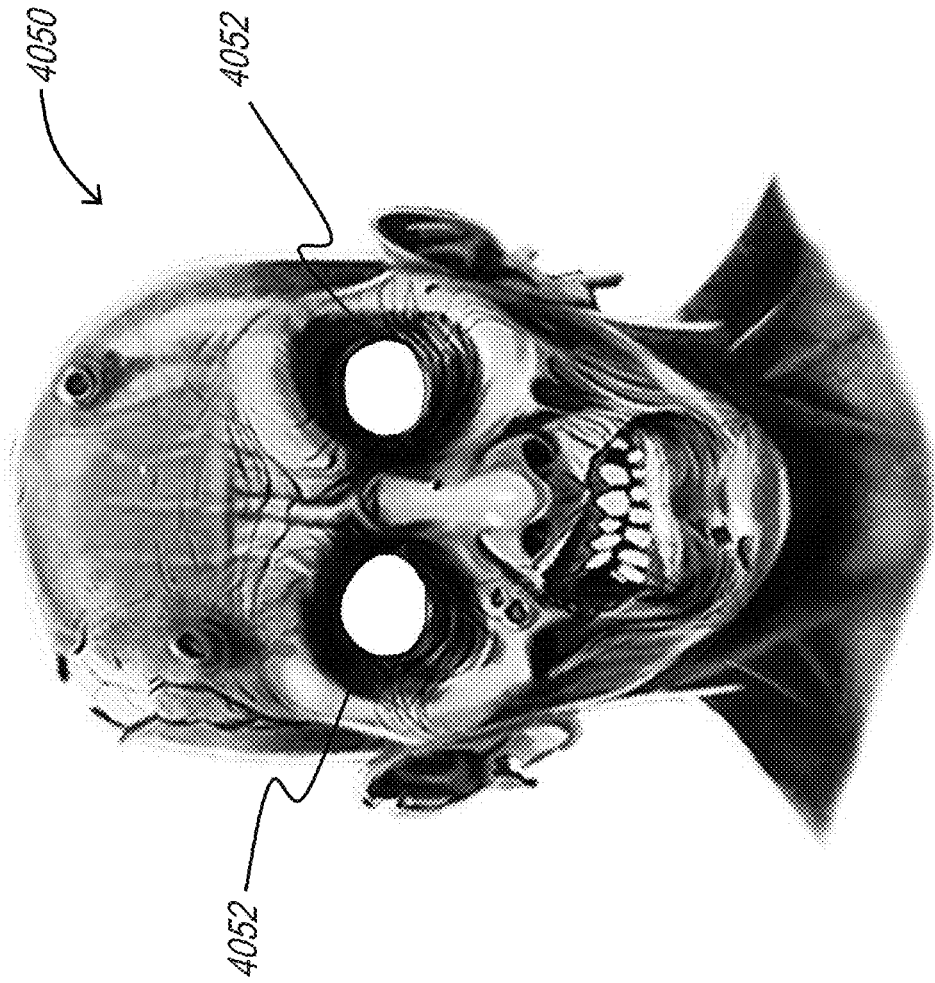


FIG. 40E

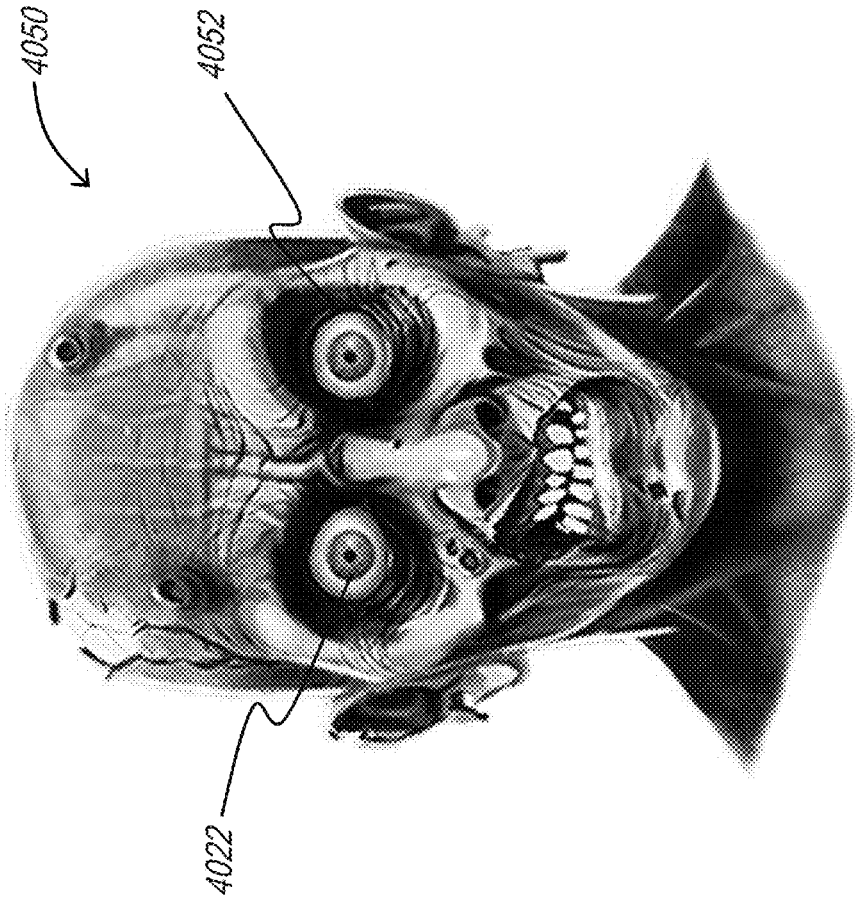


FIG. 40F

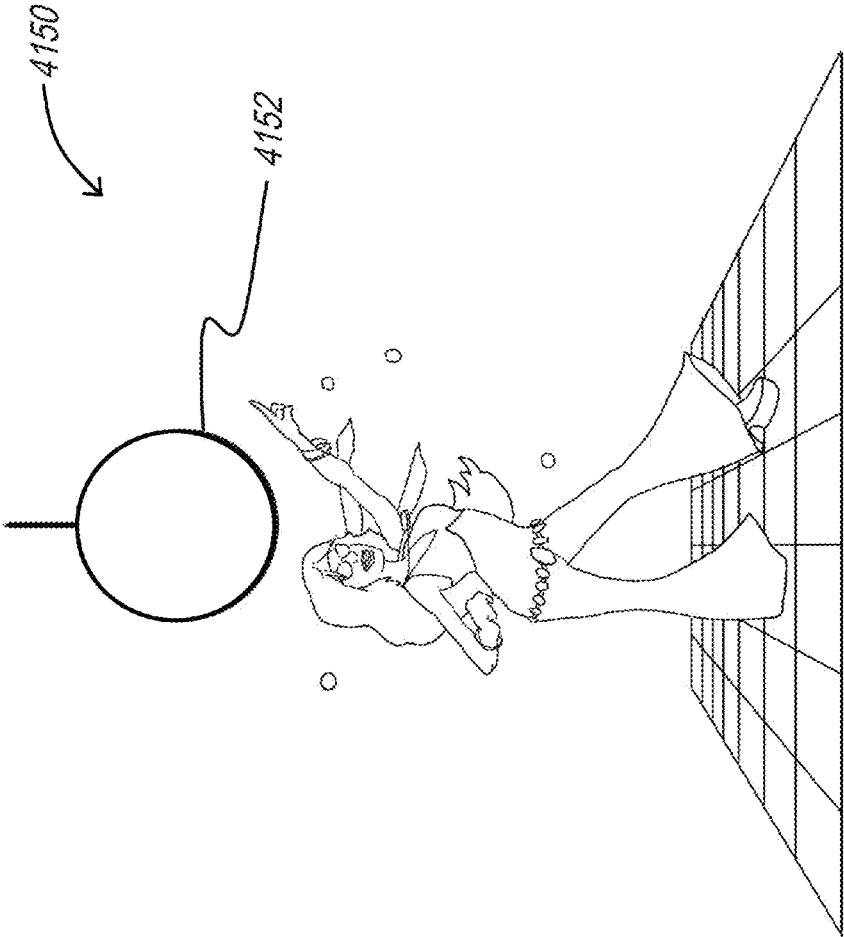


FIG. 41A

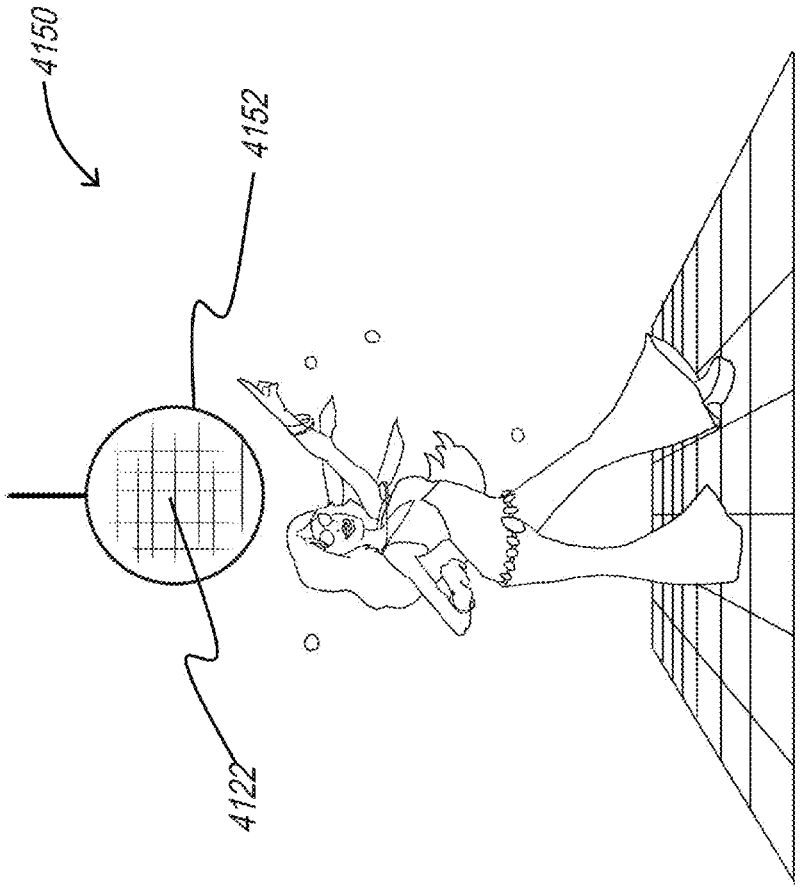


FIG. 41B

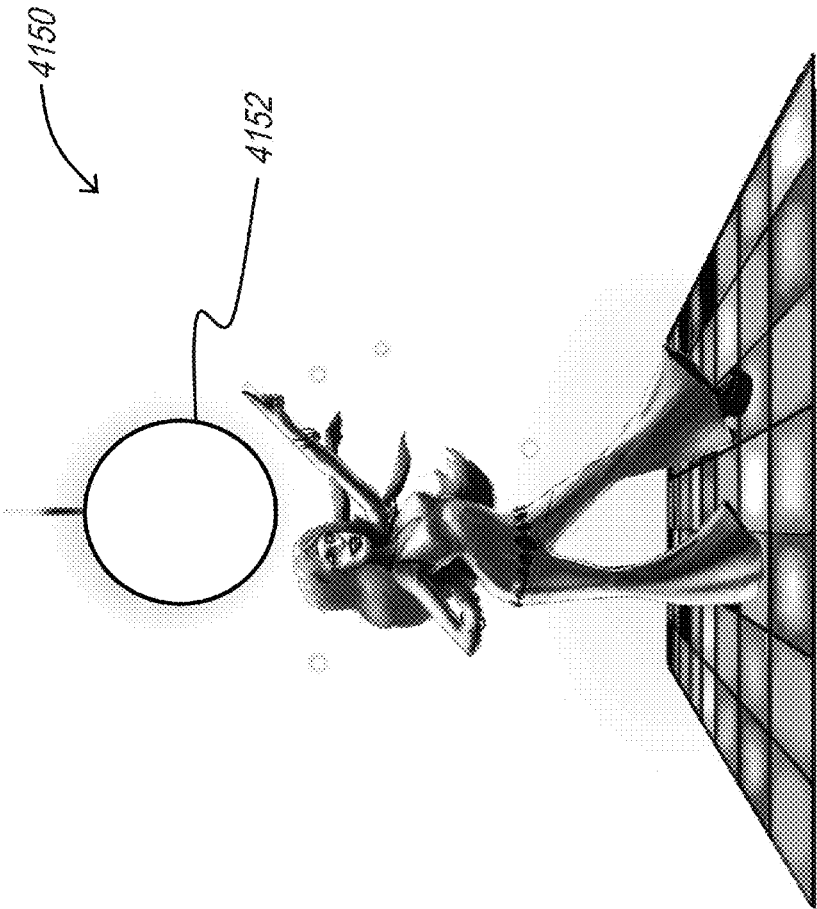


FIG. 41C

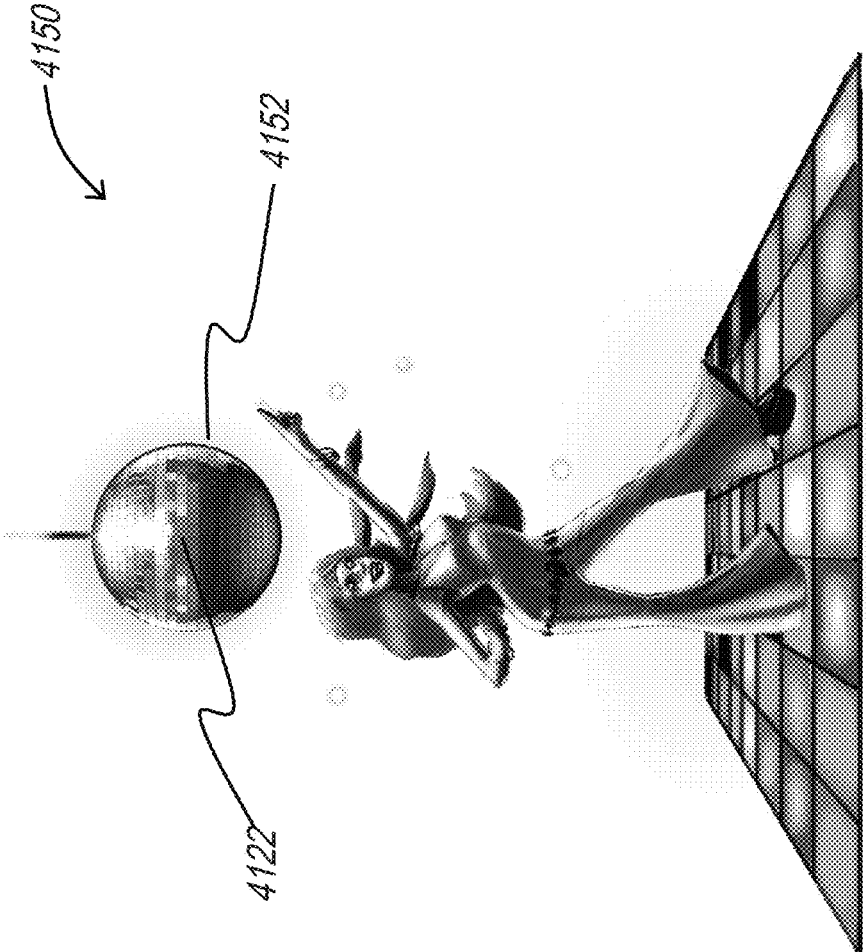


FIG. 41D

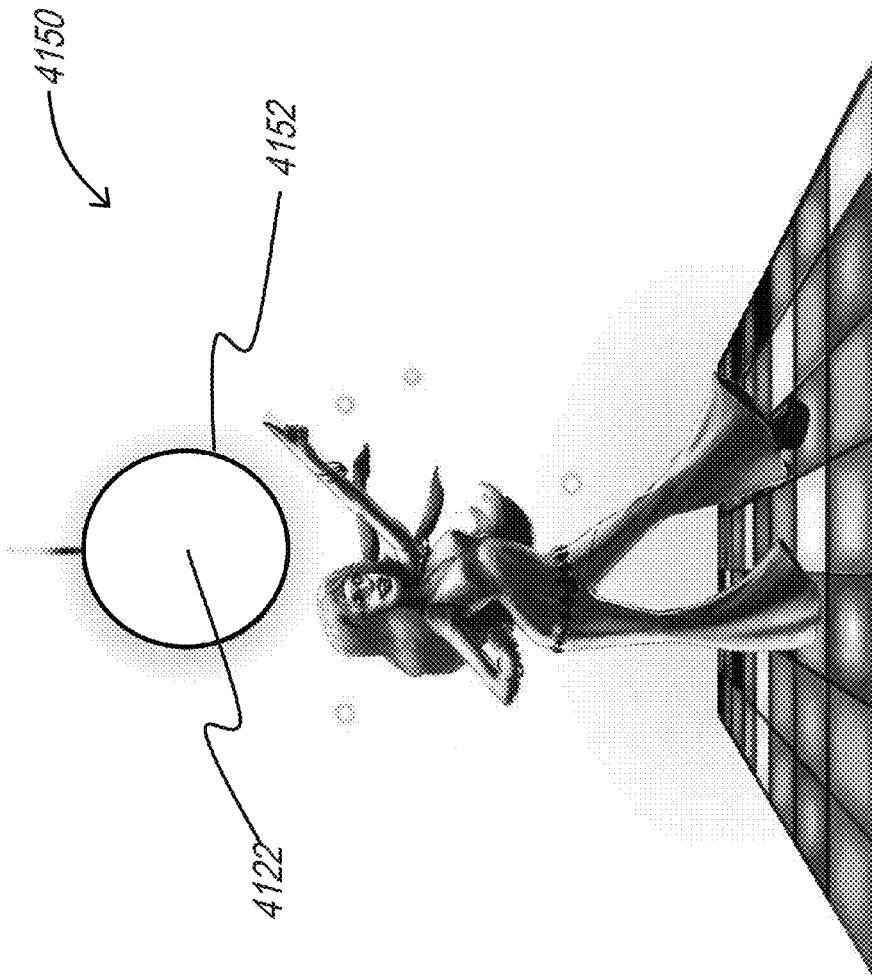


FIG. 41E

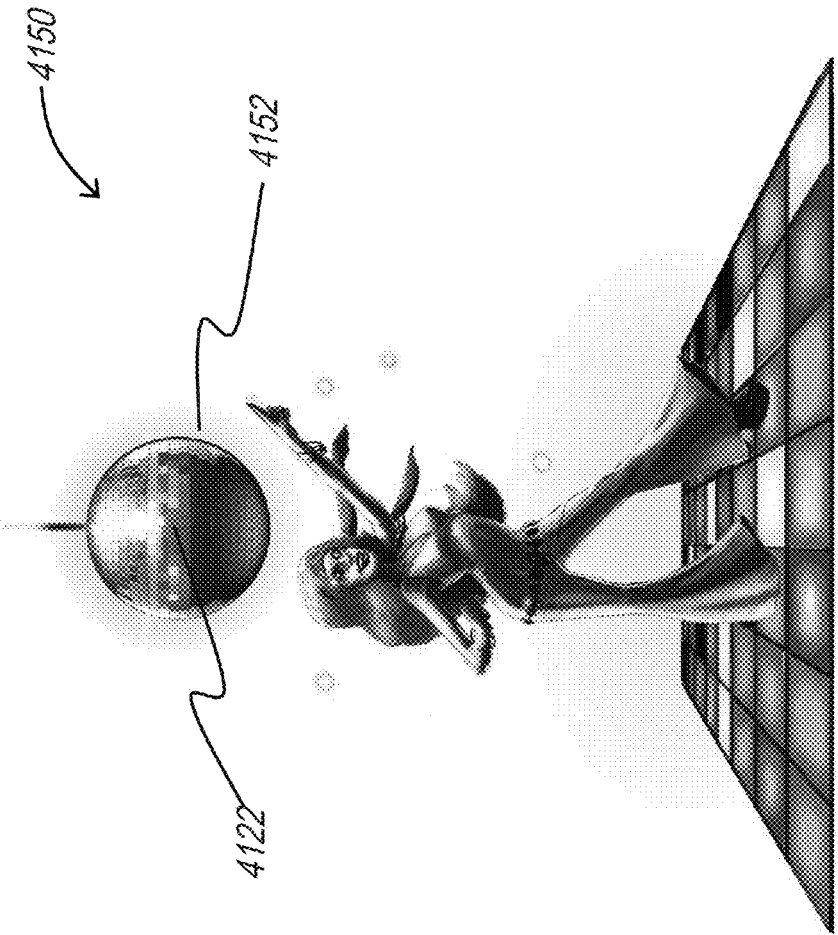


FIG. 41F

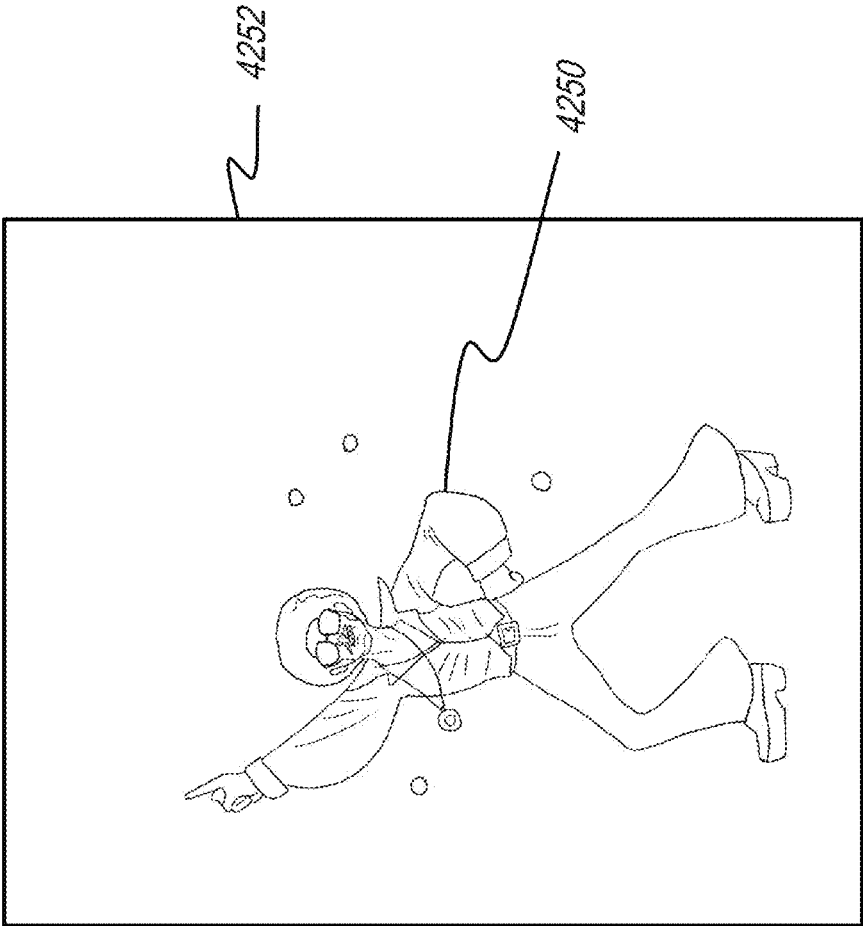


FIG. 42A

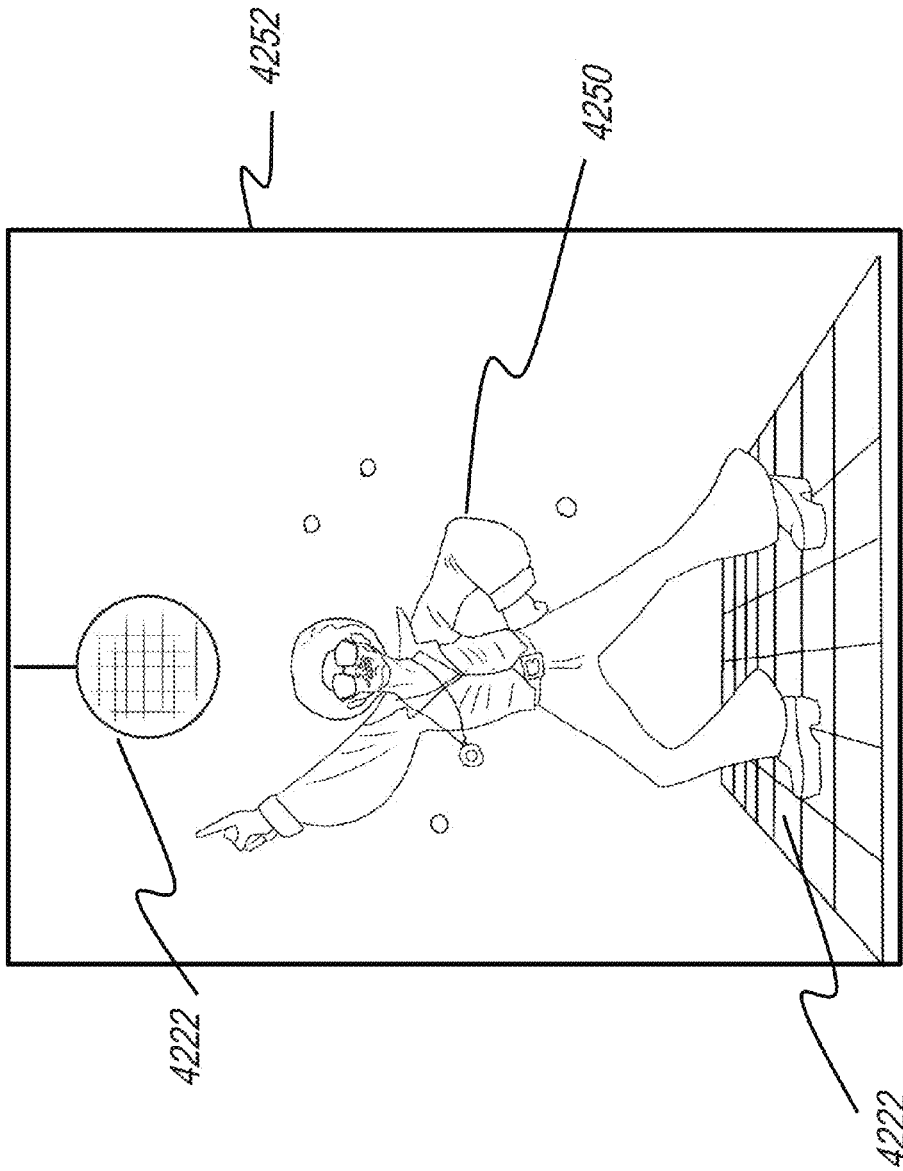


FIG. 42B

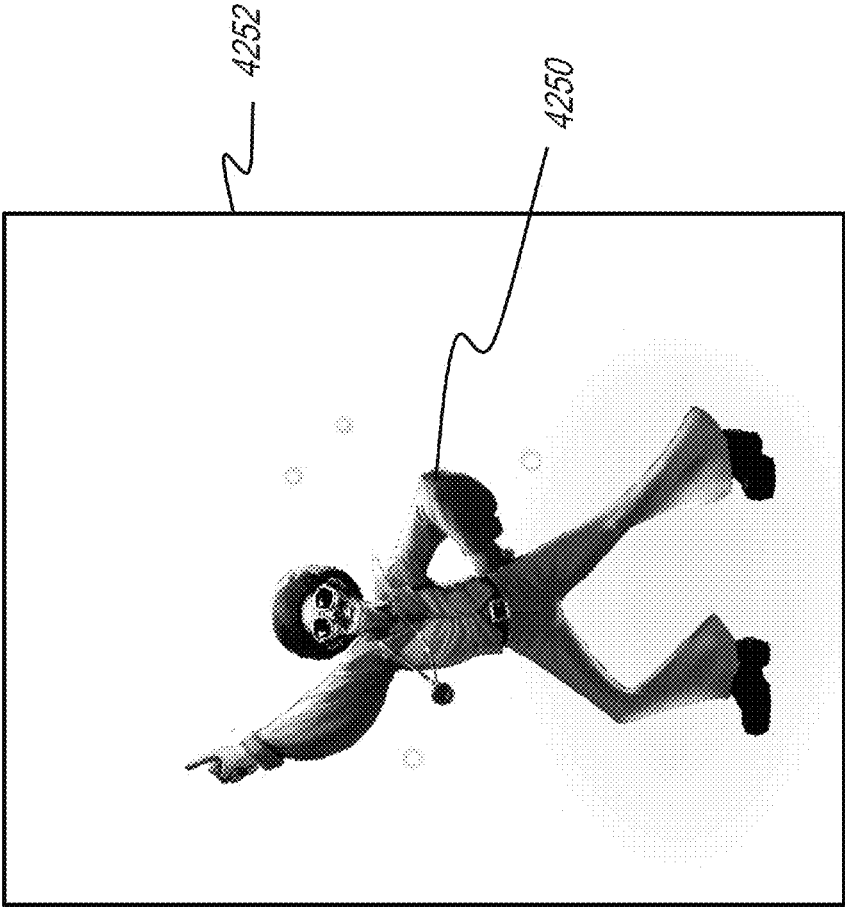


FIG. 42C

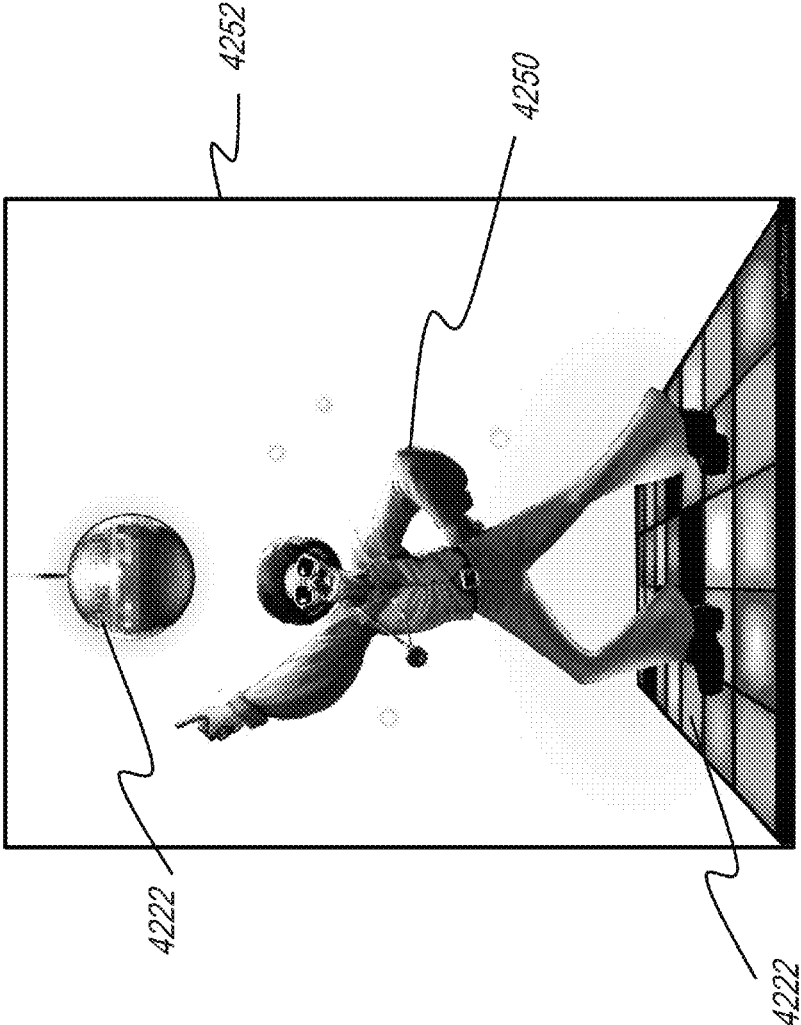


FIG. 42D

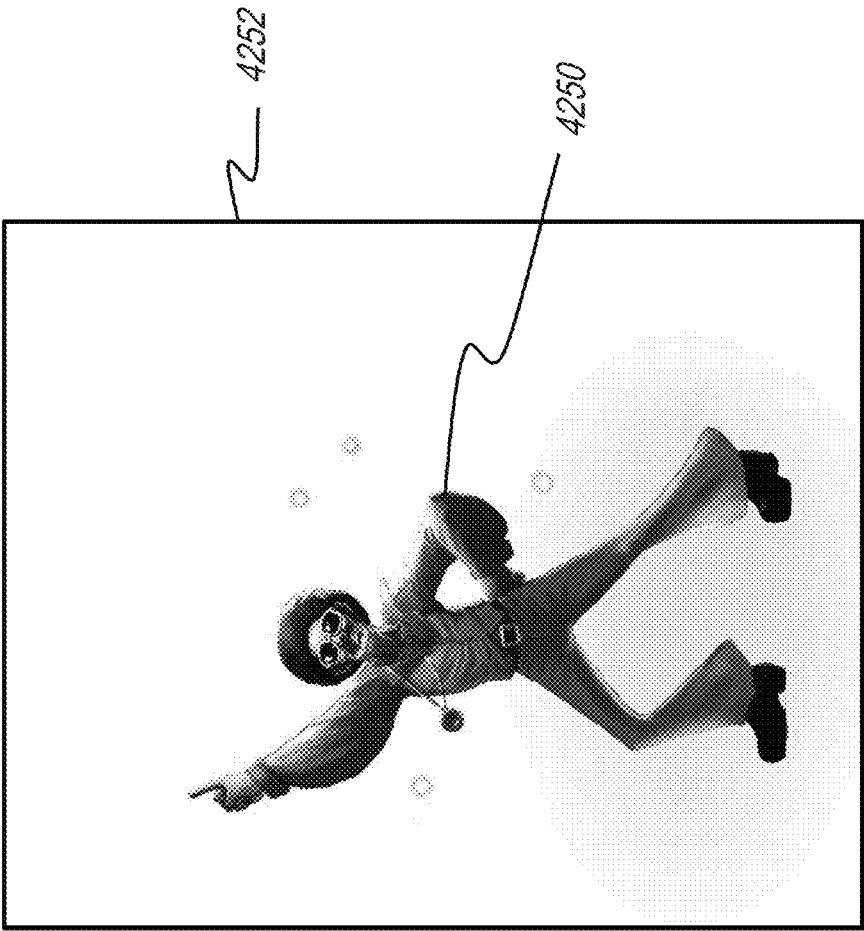


FIG. 42E

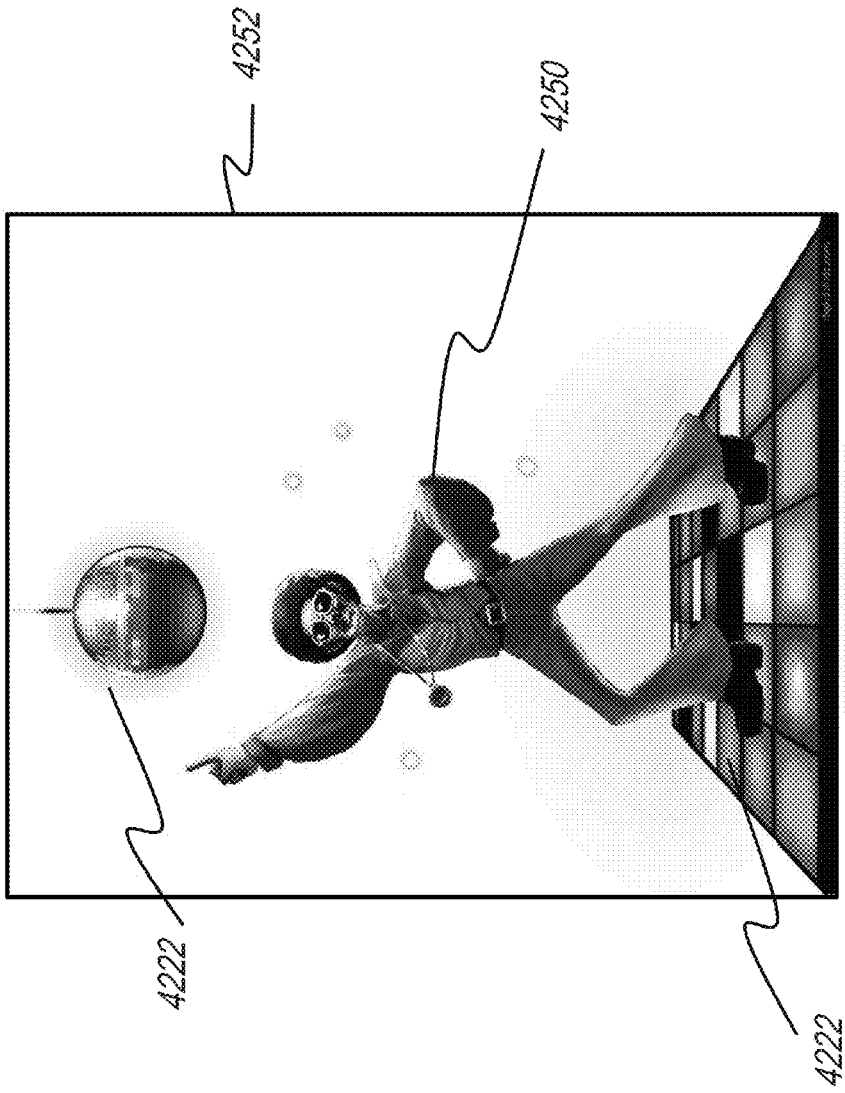


FIG. 42F

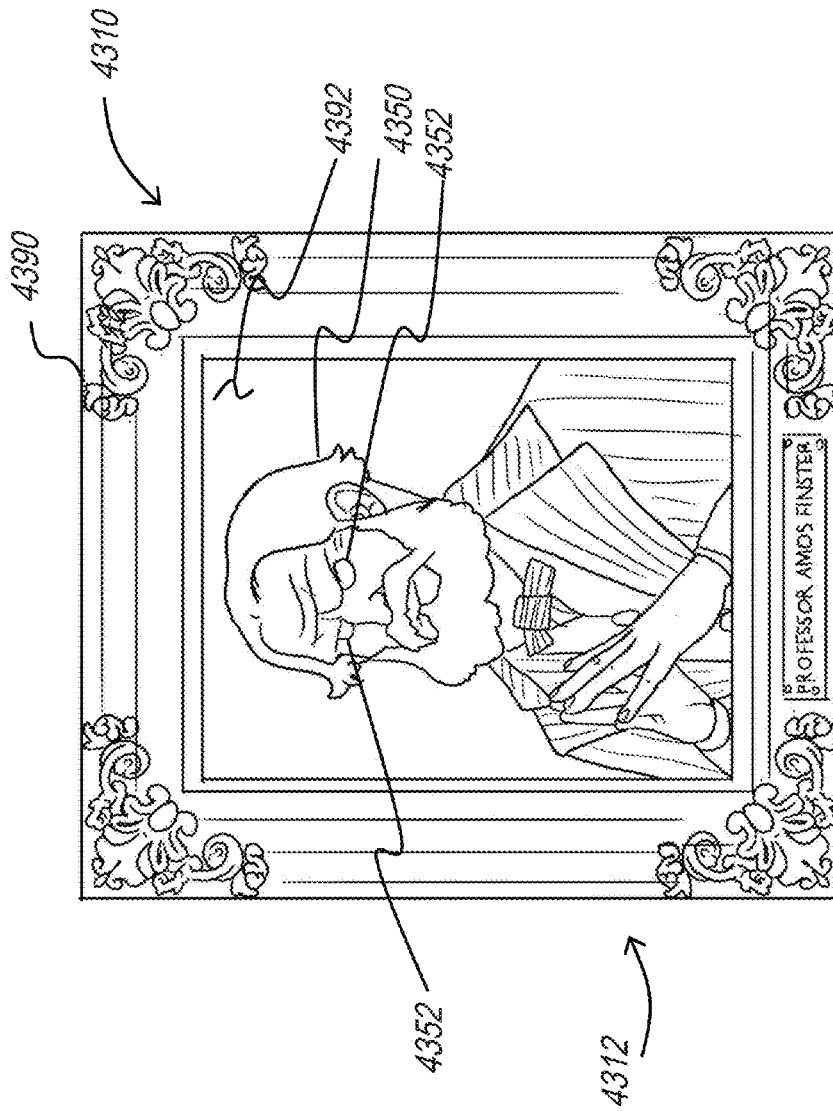


FIG. 43A

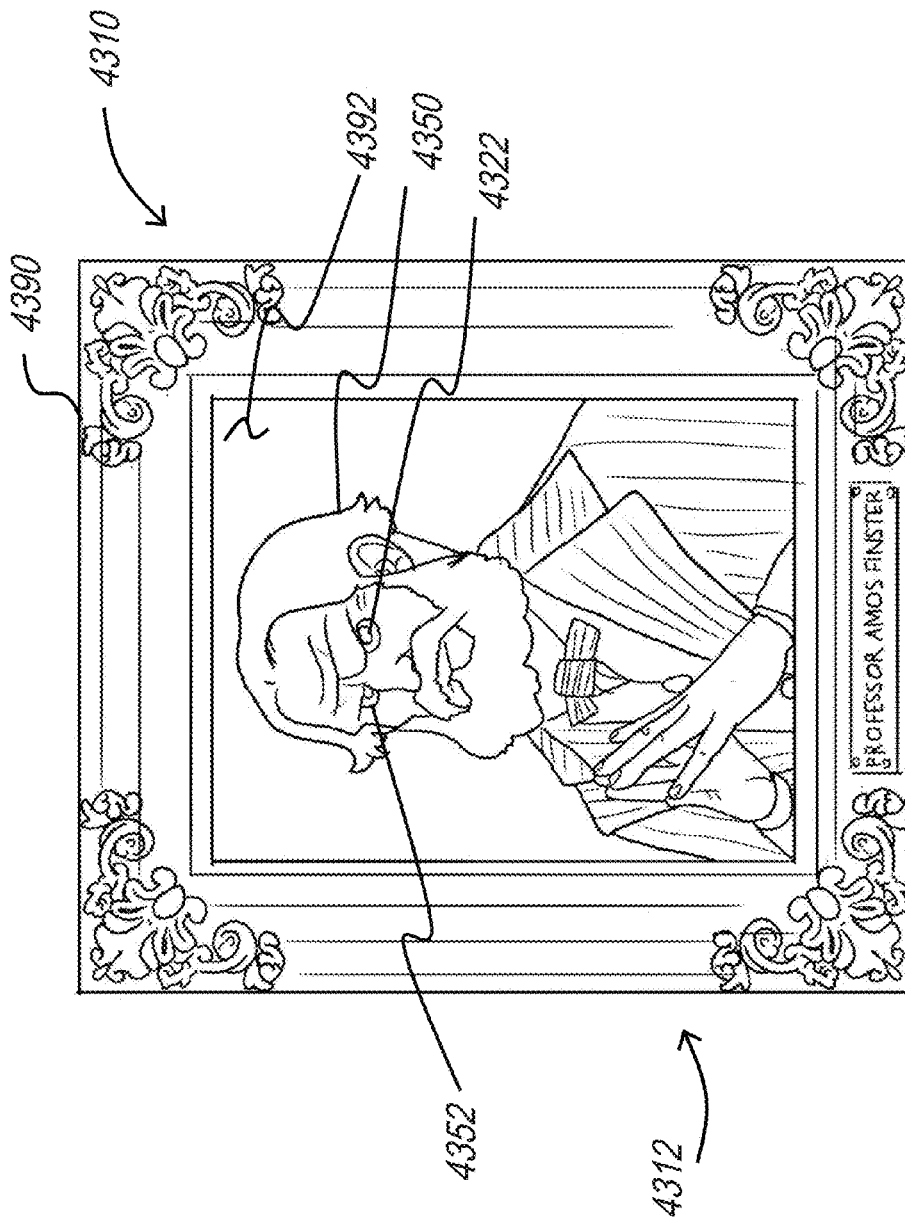


FIG. 43B

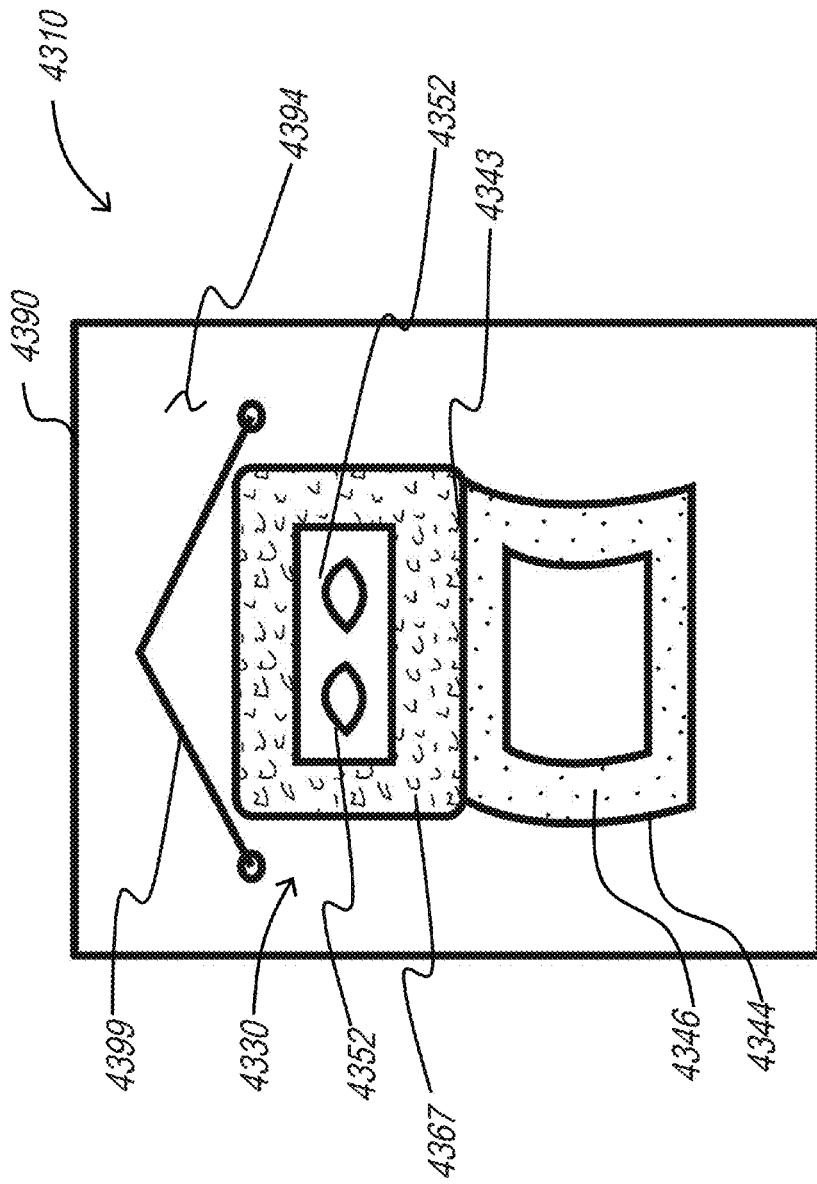


FIG. 43C

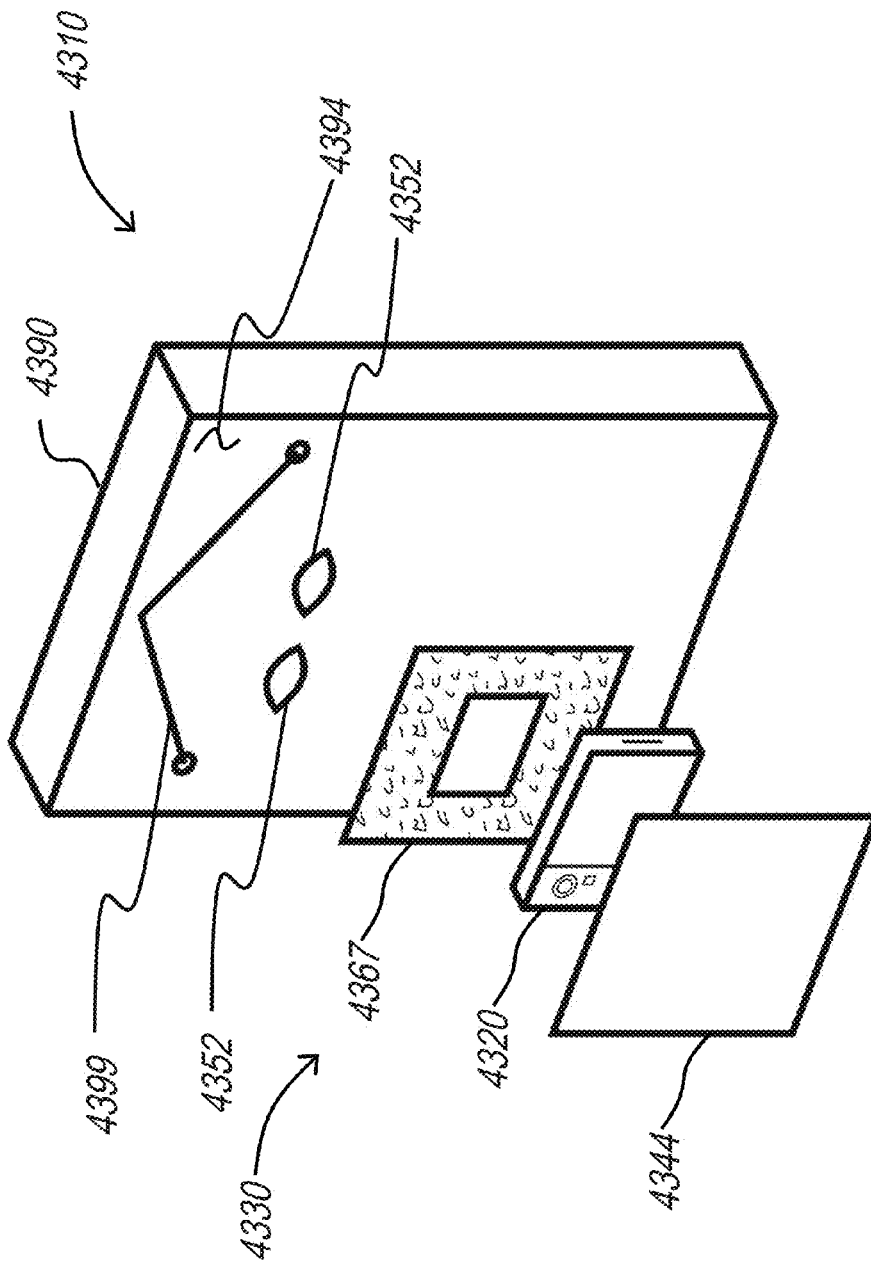


FIG. 43D

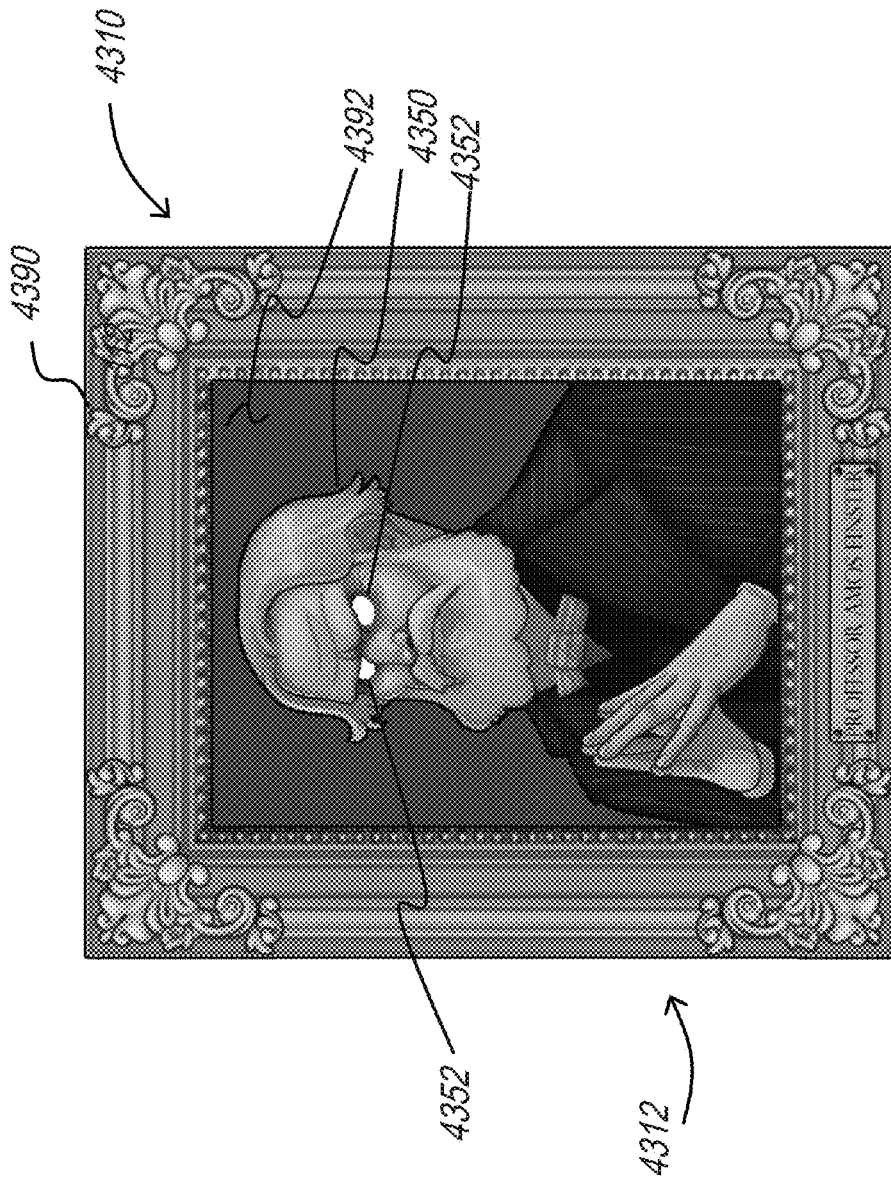


FIG. 43E

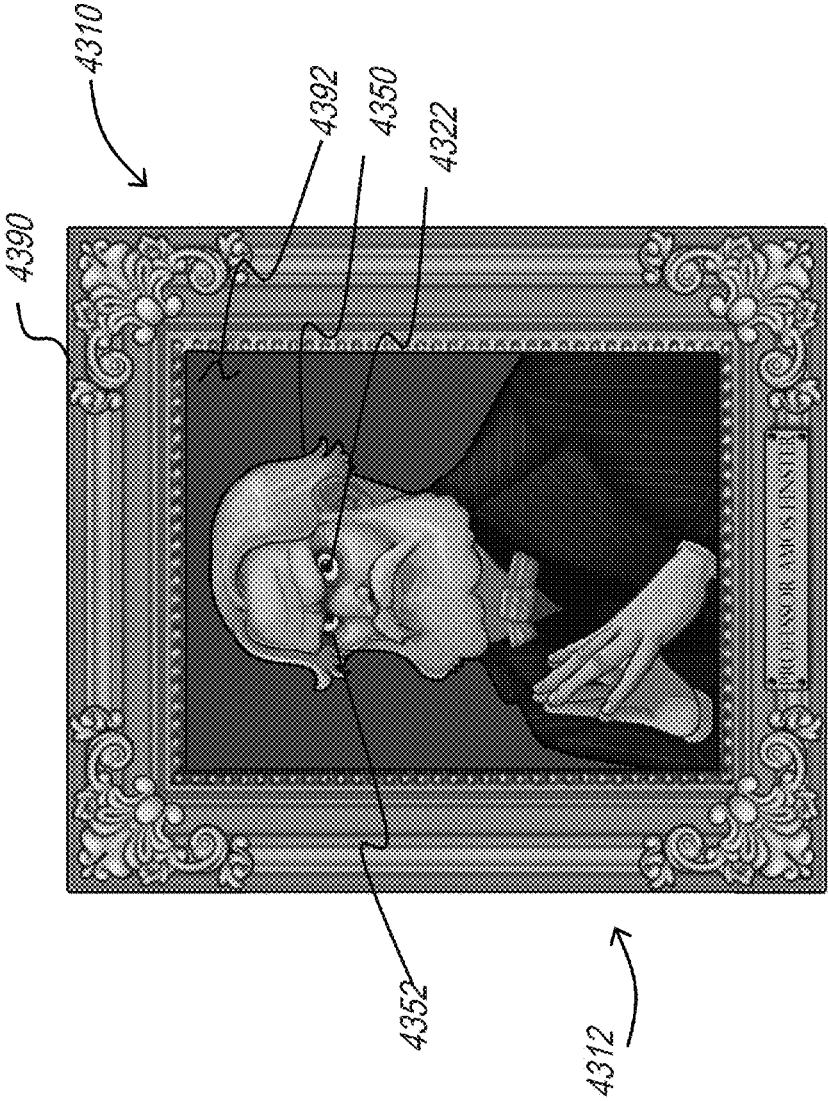


FIG. 43F

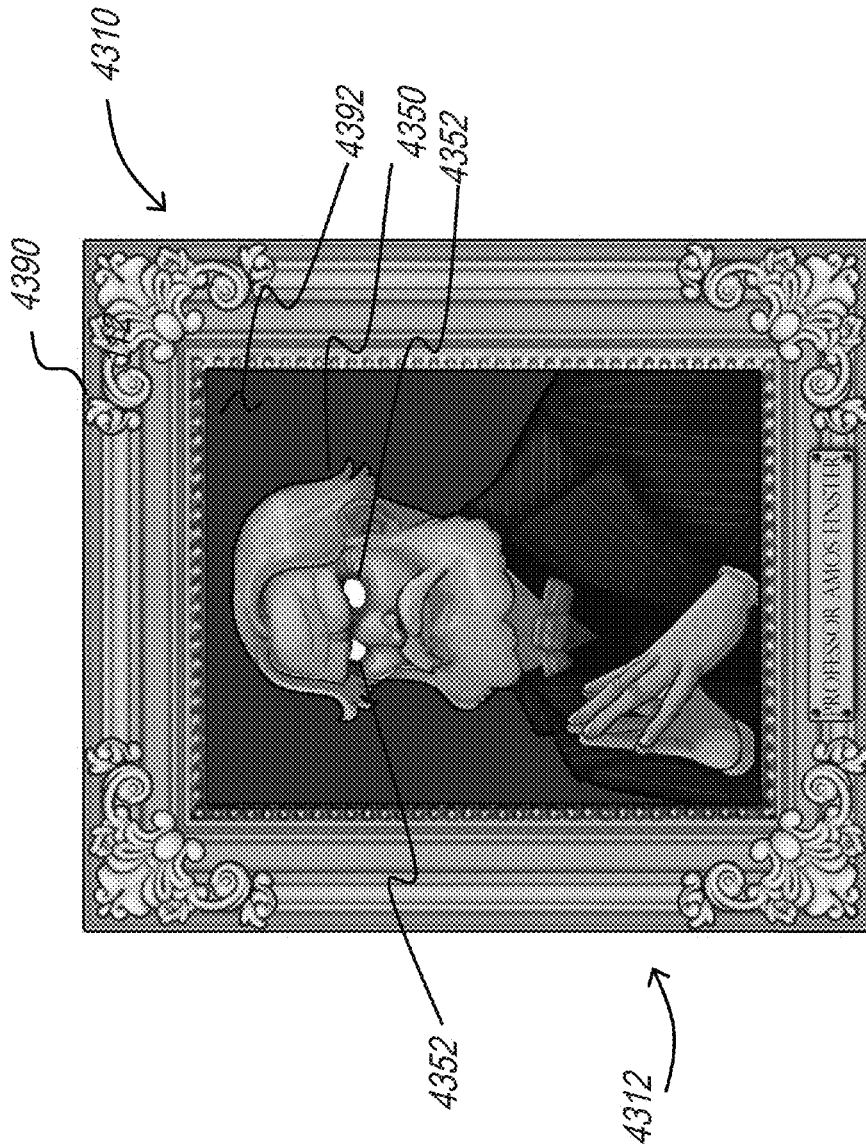


FIG. 43G

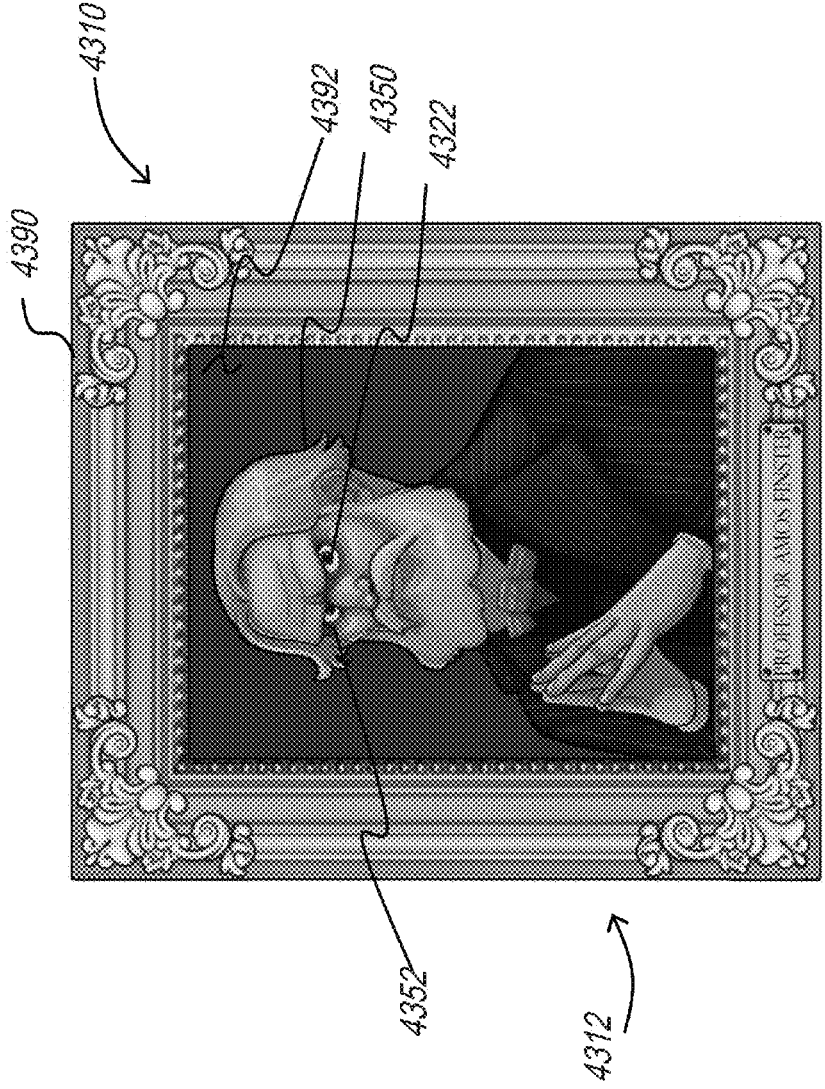


FIG. 43H

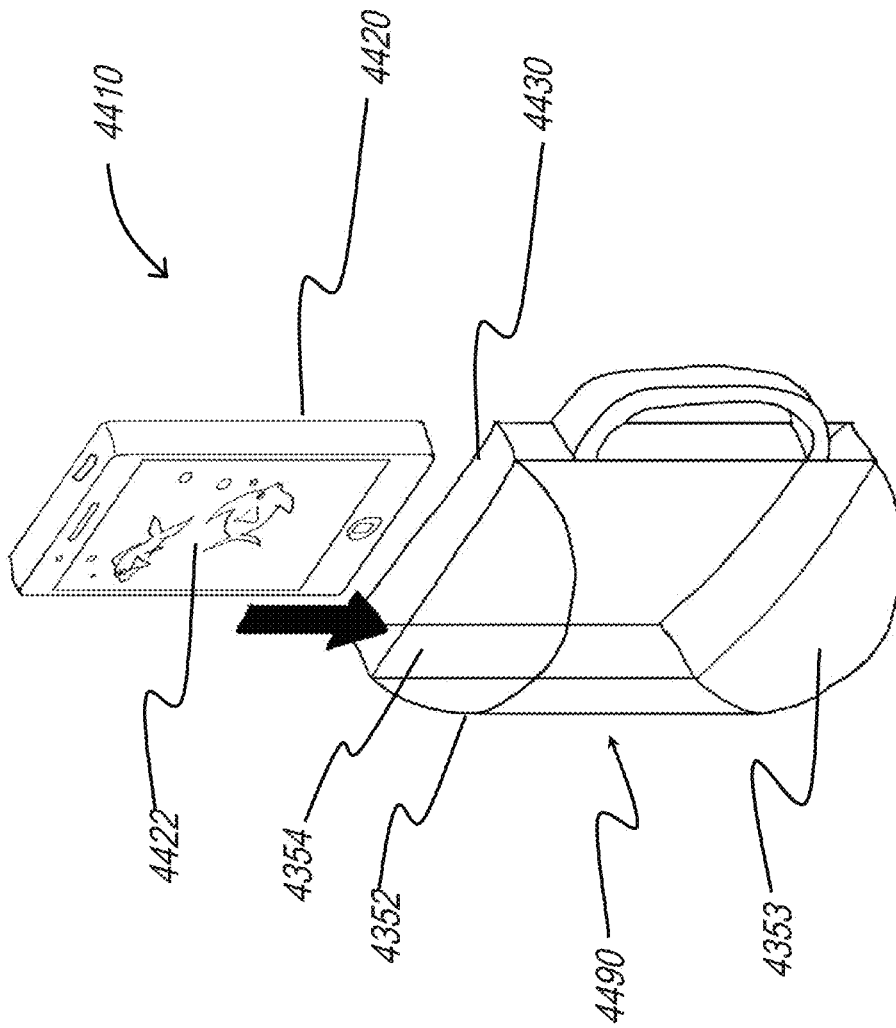


FIG. 44A

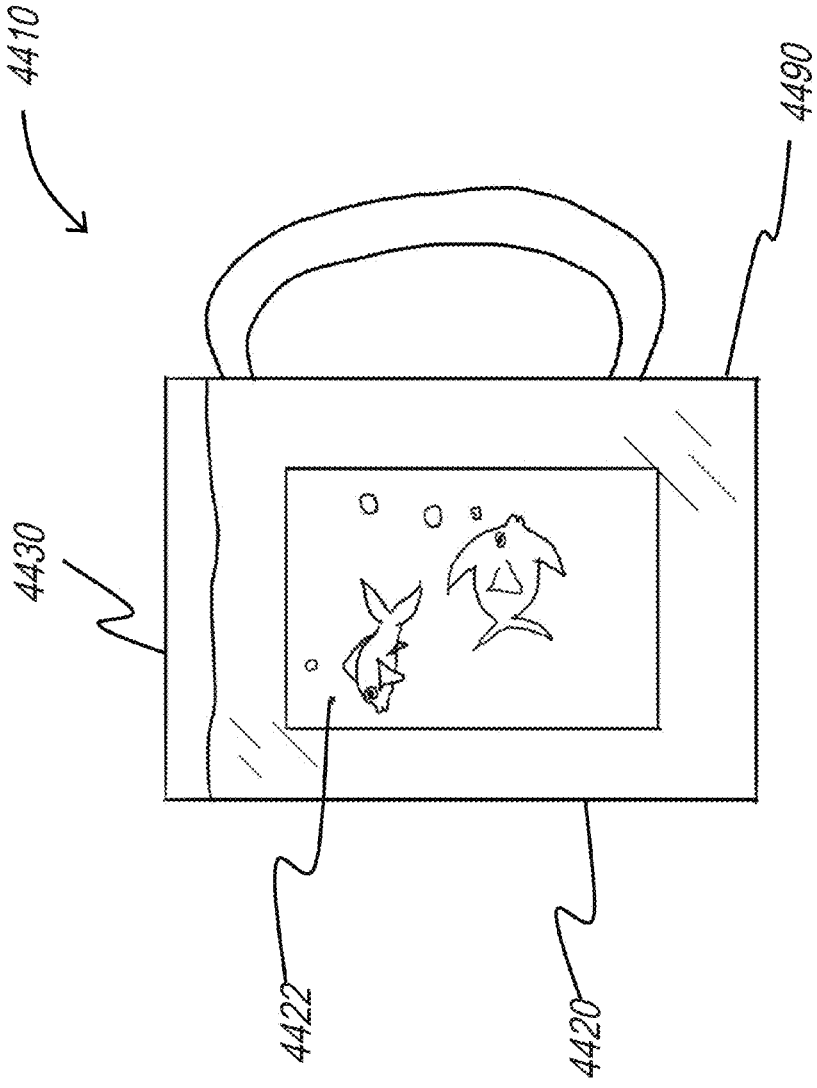


FIG. 44B

APPAREL SYSTEMS, WEARABLE ITEM SYSTEMS, DECOR SYSTEMS, AND OTHER SYSTEMS AND DESIGNS

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is a continuation of pending U.S. Ser. No. 13/815,923, filed Mar. 15, 2013, which claims priority to U.S. Provisional Patent Application No. 61/706,004, filed Sep. 26, 2012, both of which are incorporated by reference in their entireties.

FIELD

[0002] This disclosure includes apparel (such as costumes), wearable items (such as backpacks and satchels) and decor items and systems configured to support a handheld device configured to generate a display on a screen (such as a computer-generated image or animation) that relates to the apparel, decor item, or other apparatus. For example, this disclosure includes apparel and other systems that are configured to support a handheld device configured to generate a display that is synergistic with a garment or apparatus that is part of the system.

SUMMARY

[0003] Apparel systems, wearable item systems, decor systems, and other systems configured to support a handheld device are presented. In addition, methods for using such systems are presented.

[0004] Some embodiments of the present apparel systems (some of which are costume systems) comprise: a device support member comprising a body having an aperture, which is an opening (the body may have a front side and a back side); a prop coupled to or integral with the body (such as coupled to or integral with the front side); and a pocket coupled to or integral with the body (such as coupled to or integral with the back side). The device support member is configured to support a handheld device having a screen such that at least a portion of the screen is visible through the aperture, meaning at least a portion of the screen would be visible if the handheld device were supported by the device support member.

[0005] Any one or more of the following features, configurations, characterizations, and/or components can be present, alone or in any combination, in more specific embodiments of such apparel systems: The body has multiple apertures. The apertures have different sizes and/or shapes. The apparel system further comprises a bag, such as a backpack, which can be worn, or a satchel, which may have a strap that can be worn. The shape of the aperture is related to the prop (e.g., to the shape, content, and/or appearance of the prop). For example, the aperture may be large enough that a display that is visible through it will be understood to be related to the prop (e.g., a display of a beating heart is related to a wound near a wearer's chest). The body is configured such that the aperture has a normally-open configuration. The apparel system further comprises a package containing the device support member. The apparel system further comprises a package containing the device support member, the package including indicia that identifies a source for one or more applications that can be executed on a handheld device that has a screen and that is sized to be supported by the device support member. The apparel system further comprises a package containing the

device support member, the package including an insert that includes indicia that identifies a source for one or more applications that can be executed on a handheld device that has a screen and is sized to be supported by the device support member. The device support member further comprises a bib coupled to or integral with the body, the bib configured to be coupled to a wearer's neck. The device support member is configured to be adhered to a wearer's body. The prop may be integral with the body. The prop comprises a wound or a zipper. The apparel system further comprises a handheld device configured to run an application displaying a heart, such as a beating heart, and the handheld device is sized to be supported by the device support member. The apparel system further comprises a garment configured to be worn by a wearer over the device support member. The garment is configured such that, when the device support member is worn by a wearer and the garment is worn by the wearer over the device support member, at least a portion of the prop is visible and at least a portion of the body of the device support member is concealed. The garment is configured such that, when the device support member is worn by a wearer and the garment is worn by the wearer over the device support member, at least a portion of the prop can be made visible under wearer control and at least a portion of the body of the device support member can be concealed under wearer control. The body of the device support member is configured to be coupled directly to the garment. The device support member is coupleable to the garment with hook and loop fasteners. The device support member is sewn, fused, or adhered to the garment. The device support member and/or the pocket comprises latex or latex elastomer, latex compound, silicone, PVA, elastomeric urethane, rigid urethane, rubber, ABS plastic, hot melt adhesive, or hot melt vinyl. The apparel system further comprises a handheld device configured to run an application and sized to be supported by the device support member. The application, when run, can generate a display related to the prop (such as a display that interacts with the prop), such as a beating heart and a sound effect of a beating heart, which are related to a prop that comprises a wound. The display may cause the apparel system to appear coherent. The display may have a three-dimensional appearance.

[0006] Some embodiments of the present apparel systems comprise a bag having at least one aperture; and a device support member configured to be coupled to the bag. The device support member has a pocket and is configured to support a handheld device such that at least a portion of a screen of the handheld device is visible through the at least one aperture. The bag may be a backpack, which can be worn, or a satchel, which may have a strapped that can be carried or worn.

[0007] Some embodiments of the present wearable item systems comprise a wearable item that includes a container having at least one aperture and being closable; at least one wearable strap coupled to the container, the wearable strap being configured to be worn over a wearer's shoulder; and a device support member coupled to the wearable item. The device support member has a pocket and is configured to support a handheld device such that at least a portion of a screen of the handheld device is visible through the at least one aperture.

[0008] Any one or more of the following features, configurations, characterizations, and/or components can be present, alone or in any combination, in more specific embodiments of such wearable item systems: The wearable item further com-

prises a cover configured to overlap a portion of the container, and the device support member is coupled to the cover. The wearable item includes a zipper, and the container is closable with the zipper. The container comprises a graphic. The graphic comprises water. The graphic depicts a zombie, a clown, a werewolf, a barber, a wound, a face, a jack o'lantern, a kitten, a cat, a dog, a reindeer, a disco dancer, a cartoon character, a public figure, a hearth, a winter scene, a portrait, or a picture frame. The system further comprises a handheld device configured to run an application capable of generating a display on a screen related to the graphic (such as a display that interacts with the graphic and may make the wearable item system appear coherent), at least a portion of which will be visible through the at least one aperture when the handheld device is supported by the device support member. The application is capable of generating a display on the screen of one or more of a shark fin, an eye, multiple eyes, an organ, moving maggots, turning gears, moving snakes, and one or more moving spiders. The application can generate sound to accompany the display. The display is modifiable. The display may have a three-dimensional appearance. The wearable item comprises a backpack. The wearable item comprises a satchel.

[0009] Some embodiments of the present apparel systems comprise a garment comprising at least one aperture; and a device support member configured to be worn underneath the garment. The device support member has a pocket and is configured to support a handheld device such that at least a portion of a screen of the handheld device is visible through the at least one aperture.

[0010] Any one or more of the following features, configurations, characterizations, and/or components can be present, alone or in any combination, in more specific embodiments of such apparel systems: The apparel system further comprises a stiffening layer coupled to an inside surface of the garment. The pocket is configured to be coupled to the stiffening layer. The apparel system further comprises a hook and loop fastener coupled to the garment, where one portion of the hook and loop fastener is coupled to the pocket and another portion of the hook and loop fastener is coupled to the stiffening layer. The pocket is sewn to the stiffening layer along at least one edge of the pocket. The apparel system further comprises stiffening piping coupled to an inside surface of the garment. The garment further comprises a graphic. The at least one aperture has at least one shape that is related to the graphic (e.g., to the shape, content, and/or appearance of the graphic). For example, the at least one aperture may comprise shapes corresponding to two eyes of a graphic that includes a face. The garment further comprises a graphic surrounding the at least one aperture. The graphic may depict, for example, a zombie, a clown, a werewolf, a barber, a wound, a face, a jack o'lantern, a kitten, a cat, a dog, a reindeer, a disco dancer, a cartoon character, a public figure, a hearth, a winter scene, a portrait, or a picture frame. The apparel system further comprises a handheld device configured to run an application capable of generating a display on a screen related to the graphic (such as a display that interacts with the graphic and may make the apparel system appear coherent), at least a portion of which will be visible through the at least one aperture when the handheld device is supported by the device support member. The apparel system further comprises a handheld device configured to run an application capable of generating a display on a screen related to the graphic, at least a portion of which will be visible through the at least one

aperture when the handheld device is supported by the device support member. The application is capable of generating a display on the screen of one or more of an eye, multiple eyes, and an organ (such as a heart, and, more specifically, a beating heart). The eye, or the eyes, may be moving, and may be accompanied by a sound effect. The display is modifiable. For example, the application may be configured such that the display can be scaled and positioned to appropriately line up with the aperture. The display (which can be an animation) can be interactive and configured to play audio to further enhance the synergistic effect of the apparel system. The display may have a three-dimensional appearance.

[0011] Some embodiments of the present apparel systems comprise a garment comprising at least one aperture; a pocket configured to be worn underneath the garment; and a handheld device configured to be supported, at least in part, by the pocket and comprising a screen and an application configured to generate a display on the screen. The display is configurable to be visible through the at least one aperture when the handheld digital device is supported, at least in part, by the pocket.

[0012] Any one or more of the following features, configurations, characterizations, and/or components can be present, alone or in any combination, in more specific embodiments of such apparel systems: The apparel system further comprises a stiffening layer coupled to an inside surface of the garment. The pocket is configured to be coupled to the stiffening layer. The apparel system further comprises a hook and loop fastener coupled to the garment, where one portion of the hook and loop fastener is coupled to the pocket and another portion of the hook and loop fastener is coupled to the stiffening layer. The pocket is sewn to the stiffening layer along at least one edge of the pocket. The apparel system further comprises stiffening piping coupled to an inside surface of the garment. The garment further comprises a graphic. The at least one aperture has at least one shape that is related to the graphic (e.g., to the shape, content, and/or appearance of the graphic). For example, the at least one aperture may comprise shapes corresponding to two eyes of a graphic that includes a face. The garment further comprises a graphic surrounding the at least one aperture. The graphic may depict, for example, a zombie, a clown, a werewolf, a barber, a wound, a face, a jack o'lantern, a kitten, a cat, a dog, a reindeer, a disco dancer, a cartoon character, a public figure, a hearth, a winter scene, a portrait, or a picture frame. The display is modifiable. For example, the application may be configured such that the display can be scaled and positioned to appropriately line up with the aperture. The display (which can be an animation) can be interactive and configured to play audio to further enhance the synergistic effect of the apparel system.

[0013] Some embodiments of the present methods of using an apparel system comprise obtaining an apparel system comprising: a garment comprising at least one aperture; a pocket configured to be worn underneath the garment; and a handheld device configured to be supported, at least in part, by the pocket and comprising a screen and an application configured to generate a display on the screen; running the application; and supporting the handheld device, at least in part, using the pocket such that the display is visible through the at least one aperture.

[0014] Any one or more of the following features, configurations, characterizations, and/or steps can be present, alone or in any combination, in more specific embodiments of such methods: The method further comprises selecting, on the

handheld device, an animation from the application. The method further comprises touching the screen to manipulate a feature of the display to correspond in size to the at least one aperture. The garment comprises a graphic and the display is related to the graphic (such as a display that interacts with the graphic and may make the apparel system appear coherent). The apparel system that is subject to the method further comprises a device support member comprising a prop, the pocket being a portion of the device support member, and the display is related to the prop. The shape of the at least one aperture is related to the prop (e.g., to the shape, content, and/or appearance of the prop). For example, the at least one aperture may be large enough that the display that is visible through it will be understood to be related to the prop (e.g., a display of a beating heart is related to a wound near a wearer's chest). The prop comprises a wound. The display comprises one or more of a sound effect, an eye, multiple eyes, and an organ, such as a heart, and, more specifically, a beating heart. The sound effect may be associated with what is displayed, such as a sound effect of a beating heart to accompany the displayed beating heart. The graphic may depict, for example, a zombie, a clown, a werewolf, a barber, a wound, a face, a jack o'lantern, a kitten, a cat, a dog, a reindeer, a disco dancer, a cartoon character, a public figure, a hearth, a winter scene, a portrait, or a picture frame.

[0015] Some embodiments of the present decor systems comprise a front surface and back surface; at least one aperture through the front surface and at least one aperture through the back surface; and a device support member coupled to the back surface. The device support member is configured to support a handheld device comprising a screen such that a portion of the screen is visible through the at least one aperture.

[0016] Any one or more of the following features, configurations, characterizations, and/or components can be present, alone or in any combination, in more specific embodiments of such decor systems: The first and second surfaces are surfaces of the same material, and the at least one aperture through the front surface and the at least one aperture through the back surface are the same at least one aperture. The front surface further comprises a graphic. The front surface further comprises a graphic surrounding the at least one aperture. The decor system further comprises a handheld device configured to generate a display related to the graphic, at least a portion of which (meaning a portion of the display) is visible through the at least one aperture when the handheld device is supported by the device support member. The decor system further comprises a handheld device configured to generate a display related to the graphic, at least a portion of which (meaning a portion of the display) is visible through the at least one aperture when the handheld device is supported by the device support member. The display is modifiable. The graphic may depict, for example, a zombie, a clown, a werewolf, a barber, a wound, a face, a jack o'lantern, a kitten, a cat, a dog, a reindeer, a disco dancer, a cartoon character, a public figure, a hearth, a winter scene, a portrait, or a picture frame. The aperture or apertures may have a shape or shapes that are related to the graphic (e.g., to the shape, content, and/or appearance of the graphic). For example, the at least one aperture may comprise shapes corresponding to two eyes of a graphic that includes a face.

[0017] Some embodiments of the present systems comprise a mug comprising a volume defined, at least in part, by a curved surface coupled to a planar surface; and a device

support member coupled to the planar surface and configured to support a handheld device. At least a portion of each of the curved surface and the planar surface is sufficiently transparent that, when a handheld device having a screen is supported by the device support member, a portion of the screen is visible through the curved surface and the planar surface.

[0018] In any of the above embodiments involving garments or device support members, the garment or device support member may comprise, for example, one, two, three, four, five, six, seven, eight, nine, ten, or more apertures.

[0019] In any of the above embodiments involving an application that, when run, generates a display, the display may be an animation, and the animation may comprise, for example, a shark fin, an eye, two eyes, a mouth, a beating heart, writhing maggots, crawling spiders, twitching muscles, a glowing light, a swirling mist, a burning flame, falling snow, a spinning barber pole, a blinking disco ball, or other animation that enhances or relates to a graphic or a prop.

[0020] In any of the above embodiments, the display is adjustable and can be enlarged, reduced, rotated, or translated. All of the disclosed displays may include actual subject matter (such as an actual moving eye) or computer-generated subject matter (such as a computer-generated moving eye). The displays may have a three-dimensional appearance. Any of the present applications can be configured to accept feedback from one or more instruments on the handheld device, such as an ambient light sensor (if provided), a proximity sensor (if provided), GPS (if provided), an accelerometer (if provided), a compass (if provided), a gyroscope or gyroscopes (if provided), bluetooth (if provided), and the like, to influence and affect the display (e.g., an animation). For example, any of the present applications may be configured such that a front facing camera can be used for head and/or eye tracking of the viewer to influence the animation. As another example, any of the present applications may be configured such that a front facing camera can be used to capture video segments of the viewer interacting with the apparel system (and, in more particular embodiments, the costume), such as, for example, to generate a reaction from a viewer witnessing a startling image in the animation. Any of the present applications may be configured to modify (e.g., distort) the wearer's voice that is projected through a speaker on the handheld device.

[0021] In some embodiments, any of the present applications may be configured such that two apparel systems (e.g., two costume systems) can interact with each other based on proximity. For example, any of the present applications may be configured such that a handheld device separate from the device running the application can be used to remotely control the display (e.g., the animation) that is playing on the wearer's costume. Any of the present applications may be configured such that headphones can be attached to the handheld device and the buttons on the headphones can be used to interact with the display (e.g., the animation).

[0022] This disclosure also includes designs and ornamental designs for graphics, each of which may be applied as surface indicia to a garment or other article of manufacture, a system, an apparel system, a decor item, a costume system, and/or a decor system. Some of these ornamental designs are in color. In some of the present costume systems that include a garment, the garment is a tee shirt, a sweater, a sweatshirt, a jacket, a blazer, a cloak, a cape, a hood, a hat, a mask, a vest, a serape, a poncho, or a coat. In some of the present designs, including some of the present ornamental designs for graph-

ics applied to a garment, the garment is a tee shirt, a sweater, a sweatshirt, a jacket, a blazer, a cloak, a cape, a hood, a hat, a mask, a vest, a serape, a poncho, or a coat. Some of the present designs include portions that are clear, translucent, transparent, and/or opaque, such as a portion of a device support member.

[0023] The term “garment” includes any item of apparel configured to be worn by a person or an animal, and specifically includes at least shirts, tee shirts, sweaters, sweatshirts, jackets, blazers, cloaks, capes, hoods, hats, masks, vests, serapes, ponchos, and coats.

[0024] The term “handheld device” includes any device capable of displaying an image (such as a digital image) and downloading and running an application, and specifically includes tablet computers (e.g., Apple iPad, Samsung Galaxy Tab, HTC Flyer), touchscreen mobile phones (e.g., Apple iPhone, Google Nexus, Samsung Galaxy, HTC Droid, HTC One), and touchscreen music players (e.g., iPod Touch). Another description that is encompassed by this definition and these examples is a “handheld digital device.”

[0025] The term “decor item” includes any item intended for decorative display, and specifically includes picture frames, mirrors, and sculptures.

[0026] The term “body” in the context of device support members includes structures of adequate size and shape to function as claimed. It does not necessarily possess the connotation associated with a living thing’s “body,” though some structures that can serve as a “body” consistent with the present embodiments may have a shape that in some way resembles a body of a living thing.

[0027] The term “coupled” is defined as connected, although not necessarily directly, and not necessarily mechanically. Two items are “couplable” if they can be coupled to each other, and, when coupled, may still be characterized as “couplable.” Unless the context explicitly requires otherwise, items that are couplable are also decouplable, and vice-versa. One non-limiting way in which a first structure is couplable to a second structure is for the first structure to be configured to be coupled (or configured to be couplable) to the second structure.

[0028] The terms “a” and “an” are defined as one or more unless this disclosure explicitly requires otherwise.

[0029] The term “substantially” and its variations (e.g., “approximately” and “about”) are defined as being largely but not necessarily wholly what is specified (and include wholly what is specified) as understood by one of ordinary skill in the art. In any disclosed embodiment, the terms “substantially,” “approximately,” and “about” may be substituted with “within [a percentage] of” what is specified, where the percentage includes 0.1, 1, 5, and 10 percent.

[0030] The terms “comprise” (and any form of comprise, such as “comprises” and “comprising”), “have” (and any form of have, such as “has” and “having”), “include” (and any form of include, such as “includes” and “including”) and “contain” (and any form of contain, such as “contains” and “containing”) are open-ended linking verbs. As a result, a method or system that “comprises,” “has,” “includes” or “contains” one or more steps or elements possesses those one or more steps or elements, but is not limited to possessing only those one or more elements. Likewise, a step of a method or an element or component of a system that “comprises,” “has,” “includes” or “contains” one or more features possesses those one or more features, but is not limited to possessing only those one or more features. For example, a

costume that comprises a pocket has one pocket, but may have more than one pocket. Additionally, terms such as “first” and “second” are used only to differentiate structures or features, and not to limit the different structures or features to a particular order.

[0031] Furthermore, a device or structure that is configured in a certain way is configured in at least that way, but may also be configured in ways that are not listed.

[0032] The feature or features of one embodiment may be applied to other embodiments, even though not described or illustrated, unless expressly prohibited by this disclosure or the nature of the embodiments.

[0033] Any embodiment of any of the disclosed systems and methods can consist of or consist essentially of—rather than comprise/include/contain/have—any of the described elements and/or features and/or steps. Thus, in any of the claims, the term “consisting of” or “consisting essentially of” can be substituted for any of the open-ended linking verbs recited above, in order to change the scope of a given claim from what it would otherwise be using the open-ended linking verb.

[0034] Other features and associated advantages will become apparent with reference to the following detailed description of specific embodiments in connection with the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0035] The patent or application file contains at least one drawing executed in color. Copies of this patent or patent application publication with color drawing(s) will be provided by the U.S. Patent and Trademark Office upon request and payment of the necessary fee. Specifically, FIGS. 9C, 9E, 19E-19F, 20E-20F, 21E-21F, 22E-22F, 23E-23F, 24E-24F, 25C, 26E-26F, 27C, 28E-28F, 29E-29F, 30E-30F, 31E-31F, 32E-32F, 33E-33F, 34E-34F, 35E-35F, 36E-36F, 37E-37F, 38E-38F, 39E-39F, 40E-40F, 41E-41F, 42E-42F, and 43G-43H are in color. Each of these figures represents one of the present ornamental designs for color surface indicia that may be applied to an article of manufacture, such as a garment, and, more particularly, such as a tee shirt, a sweater, a sweatshirt, a jacket, a blazer, a cloak, a cape, a hood, a hat, a mask, a vest, a serape, a poncho, or a coat. The shape of the article of manufacture may be illustrated in dashed lines that will form no part of any future claimed designs.

[0036] A portion of the disclosure of this patent document, specifically including FIGS. 19A-43B and 43E-43H and the code beginning at page 39, contains material to which a claim for copyright is made. The copyright owner has no objection to the facsimile reproduction by anyone of the patent document or the patent disclosure, as it appears in the Patent and Trademark Office patent file or records, but reserves all other copyright rights whatsoever.

[0037] The following drawings illustrate by way of example and not limitation. For the sake of brevity and clarity, every feature of a given structure may not be labeled in every figure in which that structure appears. Identical reference numbers do not necessarily indicate an identical structure. Rather, the same reference number may be used to indicate a similar feature or a feature with similar functionality, as may non-identical reference numbers.

[0038] Unless otherwise noted, the figures are drawn to scale, meaning that the sizes of the depicted items are accurate relative to each other for at least the embodiments depicted in the figures.

[0039] FIG. 1 is an illustration of a wearer wearing one embodiment of an apparel system comprising a device support member.

[0040] FIG. 2 is an illustration of a wearer wearing the device support member of FIG. 1 partially underneath a garment.

[0041] FIG. 3 is an illustration of a wearer wearing the device support member of FIG. 1 such that only the prop and display (e.g., animation) are visible through an aperture in the garment.

[0042] FIG. 4 is front view of the device support member of FIG. 1.

[0043] FIG. 5 is a detail view of the body of the device support member of FIG. 1 showing an aperture (and, more specifically, multiple openings).

[0044] FIGS. 6 and 7 are detail views of the body of the device support member of FIG. 5 showing a display (e.g., an animation) visible through an aperture.

[0045] FIG. 8 is an alternate embodiment of the body of the device support member of FIG. 1 showing an aperture.

[0046] FIG. 9A is a detail view of the body of the device support member of FIG. 8 showing a display (e.g., an animation) visible through an aperture.

[0047] FIGS. 9B and 9C show grayscale and color drawings, respectively, of the body of FIG. 5.

[0048] FIGS. 9D and 9E show grayscale and color drawings, respectively, of displays that can be used with any of the present systems.

[0049] FIG. 10 is a back view of the body of the device support member of FIG. 1 showing a pocket.

[0050] FIG. 11 is a back view of the body of the device support member of FIG. 1 showing a pocket and a handheld digital device in the pocket.

[0051] FIGS. 12A-12B are a front and a side sectional view, respectively, of the device support member of FIG. 1.

[0052] FIG. 13 is an alternate embodiment of an apparel system comprising a garment, an aperture in the garment, and a graphic on the garment.

[0053] FIG. 14 is a view of the inside of the garment depicted in FIG. 13 comprising a pocket.

[0054] FIG. 15 is an exploded view of the garment depicted in FIG. 14.

[0055] FIG. 16 is a view of the garment depicted in FIG. 14 with a handheld digital device secured in the pocket.

[0056] FIGS. 17A-17B are views of the back and front, respectively, an apparel system comprising a garment and packaging.

[0057] FIG. 17C is an exploded view of an apparel system comprising a garment, packaging, and an insert.

[0058] FIGS. 18A-18D depict different embodiments of wearable item systems.

[0059] FIGS. 19A-19F are line drawings, grayscale drawings, and color drawings of a zombie torso graphic comprising one aperture and a display (e.g., an animation).

[0060] FIGS. 20A-20F are line drawings, grayscale drawings, and color drawings of a witch graphic comprising two apertures and a display (e.g., an animation).

[0061] FIGS. 21A-21F are line drawings, grayscale drawings, and color drawings of a grimacing face graphic comprising one aperture and a display (e.g., an animation).

[0062] FIGS. 22A-22F are line drawings, grayscale drawings, and color drawings of a skull graphic comprising two apertures and a display (e.g., an animation).

[0063] FIGS. 23A-23F are line drawings, grayscale drawings, and color drawings of a pirate graphic comprising one aperture and a display (e.g., an animation).

[0064] FIGS. 24A-24F are line drawings, grayscale drawings, and color drawings of a jack o'lantern graphic comprising two apertures and a display (e.g., an animation).

[0065] FIGS. 25A-25C are line drawings, grayscale drawings, and color drawings of an frog graphic comprising one aperture and a display (e.g., an animation).

[0066] FIGS. 26A-26F are line drawings, grayscale drawings, and color drawings of a jack o'lantern graphic comprising three apertures and a display (e.g., an animation).

[0067] FIGS. 27A-27C are line drawings, grayscale drawings, and color drawings of an alternate embodiment of the jack o'lantern graphic of FIGS. 26A-26F comprising one aperture and a display (e.g., an animation).

[0068] FIGS. 28A-28F are line drawings, grayscale drawings, and color drawings of a mask graphic comprising two apertures and a display (e.g., an animation).

[0069] FIGS. 29A-29F are line drawings, grayscale drawings, and color drawings of a kitten graphic comprising two apertures and a display (e.g., an animation).

[0070] FIGS. 30A-30F are line drawings, grayscale drawings, and color drawings of an evil clown graphic comprising three apertures and a display (e.g., an animation).

[0071] FIGS. 31A-31F are line drawings, grayscale drawings, and color drawings of a fortune teller graphic comprising one aperture and a display (e.g., an animation).

[0072] FIGS. 32A-32F are line drawings, grayscale drawings, and color drawings of a fortune teller graphic comprising one aperture and a display (e.g., an animation).

[0073] FIGS. 33A-33F are line drawings, grayscale drawings, and color drawings of a decapitated butler graphic comprising two apertures and a display (e.g., an animation).

[0074] FIGS. 34A-34F are line drawings, grayscale drawings, and color drawings of an evil barber graphic comprising one aperture and a display (e.g., an animation).

[0075] FIGS. 35A-35F are line drawings, grayscale drawings, and color drawings of an reindeer graphic comprising one aperture and a display (e.g., an animation).

[0076] FIGS. 36A-36F are line drawings, grayscale drawings, and color drawings of an hearth graphic comprising one aperture and a display (e.g., an animation).

[0077] FIGS. 37A-37F are line drawings, grayscale drawings, and color drawings of an winter scene graphic comprising one aperture and a display (e.g., an animation).

[0078] FIGS. 38A-38C are line drawings, grayscale drawings, and color drawings of an alternate embodiment of the winter scene graphic depicted in FIGS. 37A-37F comprising one aperture and a display (e.g., an animation).

[0079] FIGS. 39A-39F are line drawings, grayscale drawings, and color drawings of a President Obama graphic comprising two apertures and a display (e.g., an animation).

[0080] FIGS. 40A-40F are line drawings, grayscale drawings, and color drawings of a zombie head graphic comprising two apertures and a display (e.g., an animation).

[0081] FIGS. 41A-41F are line drawings, grayscale drawings, and color drawings of a female disco dancer comprising one aperture and a display (e.g., an animation).

[0082] FIGS. 42A-42F are line drawings, grayscale drawings, and color drawings of a male disco dancer comprising one aperture and a display (e.g., an animation).

[0083] FIGS. 43A-43B are line drawings of an decor system comprising two apertures and a display (e.g., an animation).

[0084] FIG. 43C is a line drawing of the back side of the decor system depicted in FIGS. 43A-43B.

[0085] FIG. 43D is an exploded view of the decor system depicted in FIG. 43C.

[0086] FIGS. 43E-43H are grayscale drawings and color drawings of an decor system comprising two apertures and a display (e.g., an animation).

[0087] FIGS. 44A-44B are line drawings of an embodiment of a system comprising a mug.

DETAILED DESCRIPTION

[0088] Various features and advantageous details are explained more fully with reference to the non-limiting embodiments that are illustrated in the accompanying drawings and detailed in the following description. It should be understood, however, that the detailed description and the specific examples, while indicating embodiments of the invention, are given by way of illustration only, and not by way of limitation. Various substitutions, modifications, additions, and/or rearrangements will become apparent to those of ordinary skill in the art from this disclosure.

[0089] In the following description, numerous specific details are provided to provide a thorough understanding of the disclosed embodiments. One of ordinary skill in the relevant art will recognize, however, that the invention may be practiced without one or more of the specific details, or with other methods, components, materials, and so forth. In other instances, well-known structures, materials, or operations are not shown or described in detail to avoid obscuring aspects of the invention.

[0090] The following are examples of apparel systems (at least some of which are costume systems), decor items, and other apparatuses configured to retain a handheld device that is configured to generate a display (such as an animation) that enhances the apparel system, decor item, or other apparatus. For example, the apparel system may comprise a garment, such as a shirt, with an aperture displaying a synthetic wound. The synthetic wound is configured to support (e.g., hold or secure) and cover a handheld device, and the shirt is configured to cover the synthetic wound, such that only a portion of the screen of the handheld device is visible through the synthetic wound and the shirt. The handheld digital device can be configured (such as with a software application) to generate a display, such as an animation simulating a beating heart, blood pumping through veins, flexing muscles, writhing maggots, or another effect that is related (e.g., synergistically) to the synthetic wound. When worn by a wearer, the apparel system makes it appear as though the wearer has an open wound through which, for example, the wearer's heart, veins, or muscles, or writhing maggots can be seen.

[0091] In another example, the apparel system may comprise a garment, such as a shirt, with a graphic and at least one aperture in the graphic. A handheld digital device may be supported directly by the shirt or coupled (e.g., secured) to the body of the wearer and be configured (such as with a software application) to generate a display (e.g., of an animation) visible through the aperture in the graphic that is related (e.g., synergistically) to the graphic. For example, the graphic may be of a cartoon portrait, and the at least one aperture may be cut-outs where the eyes would ordinarily be. The handheld digital device can be configured (such as with a software

application) to generate a display of an animation of, for example, darting or blinking eyes, such that the cartoon portrait appears to have moving eyes. The application, like all the present applications, may also generate sound to accompany the display.

[0092] FIGS. 1-12B illustrate a apparel system 10, which is one example of the present apparel systems. Apparel system 10 comprises a device support member 30 having a body 32 that includes a prop 33 and an aperture (or opening) 34 (which extends from the front side of device support member 30 to the back side of device support member 30), and a garment 12, each configured to be worn by a wearer as shown in FIGS. 1-3. More specifically, body 30 includes multiple apertures 34 (see FIG. 9C), which have different sizes and shapes. In some embodiments, garment 12 is configured to be worn by a wearer over and substantially covering device support member 30 such that device support member 30 is between garment 12 and the wearer, either directly adjacent the wearer or separated from the wearer by an undergarment. As shown in FIGS. 1-3, for example, the wearer is wearing an undergarment 8, over which device support member 30 is worn, and over which, in turn, garment 12 is worn. In other situations, the wearer may wear device support member 30 directly adjacent his or her skin.

[0093] FIG. 1 illustrates one manner in which a wearer can wear one embodiment of device support member 30 before putting on garment 12. FIG. 2 shows a wearer putting on garment 12 over device support member 30, such that, in use, device support member 30 is positioned under garment 12 relative to the wearer. FIG. 3 shows the wearer manipulating garment 12 to have an aperture 14 such that body 32 of device support member 30 is at least partially (e.g., substantially) concealed (by garment 12) and prop 33 may be seen through aperture 14. Garment 12 is an example of a garment configured such that, when the device support member is worn by a wearer and the garment is worn by the wearer over the device support member, at least a portion of the prop can be made visible under wearer control and at least a portion of the body of the device support member can be concealed under wearer control. In other embodiments, garment 12 may include an aperture that has a fixed configuration (such as a cutout in a non-button down shirt) through which prop 33 may be seen when device support member 30 is worn by a wearer underneath the garment. Such a garment is an example of one configured such that, when the device support member is worn by a wearer and the garment is worn by the wearer over the device support member, at least a portion of the prop is visible and at least a portion of the body of the device support member is concealed.

[0094] As shown in detail with reference to FIGS. 4-11, in the illustrated embodiment, body 32 of device support member 30 may comprise a bib 31 configured to couple (e.g., secure) the device support member to a wearer's neck. One example of how bib 31 may be configured to couple the device support member to a wearer's neck is for the bib to include neck opening 38, which may be configured as a bounded opening in bib 31, or which may be formed in part by bib portions 31a and 31b which are configured to be coupled (e.g., secured) to each other in any suitable fashion around a wearer's neck, such as with one or more fabric straps, elastic straps, snaps, clips, buttons, hook and loop fasteners, adhesives, or the like. In other embodiments, fabric straps, elastic straps, straps having hook and loop fasteners, or other fasteners may be used instead of bib 31. In still other embodiments,

body 32 of device support member 30 may comprise a vest configured to be worn over the head and shoulders of the wearer. In still other specific embodiments, body 32 of device support member 30 may comprise a chest piece configured to be secured to the wearer's neck and waist via fabric straps, elastic straps, straps having hook and loop fasteners, or other fasteners. In other embodiments, body 32 of device support member 30 comprises a sleeve configured to be worn on a wearer's waist, arm, calf, or thigh. In yet other specific embodiments, device support member 30 may be configured to be adhered to the body of the wearer, such as with adhesive tape coupled (or coupleable) to device support member 30.

[0095] In some embodiments, device support member 30 may be coupled directly to garment 12 and is not separately wearable by a wearer. In such embodiments, device support member 30 may, for example, be sewn, fused, or adhered to garment 12. In other embodiments, device support member 30 may be removably coupled to garment 12 with hook and loop fasteners.

[0096] Bib 31 may comprise, for example, one or more of cloth, fabric, hook and loop fasteners, spandex, nylon, elastic, rubber, or polyester.

[0097] Aperture 34 of body 32 of device support member 30 is configured such that, when body support member 30 is supporting a handheld device 20 (see FIG. 11) having a screen (and the handheld device is approximately the same size as pocket 40 (discussed below)), a portion of the screen is visible through aperture 34 and at least (including, for example, all of) the non-screen portions of handheld digital device 20 are concealed (by device support member 30).

[0098] Body 32 comprises a front side 37 and prop 33. In the embodiment shown, prop 33 is integral with body 32 and simulates a wound. In other embodiments, prop 33 may be coupled to body 32 using, for example, one or more of the attachment mechanisms and/or materials described above. In an alternate embodiment illustrated in FIGS. 8-9A, prop 33a may simulate (e.g., be molded like) a zipper or may comprise a functioning zipper. Prop 33 is an example of a prop that surrounds an aperture, and aperture 34 is an example of an aperture that has a normally-open configuration (or position). Furthermore, body 30 is an example of a body that is configured such that its aperture (aperture 34) has a normally-open configuration (or position). Prop 33a, when it comprises a functioning zipper, is an example of a prop that can be manipulated (unzipped and the zipper halves pulled apart from each other) to define an aperture (aperture 34a), and aperture 34a is an example of an aperture that can be manipulated to an open configuration (or position). Furthermore, the version of body 30 shown in FIGS. 8-9A is an example of a body that is configured such that its aperture (aperture 34a) can be manipulated to an open configuration (or position).

[0099] FIGS. 9B and 9C show body 32, prop 33, and display 22 (in the form of a beating heart) in grayscale and color, respectively. FIGS. 9D and 9E show examples of displays (in grayscale and color, respectively), and more specifically of images that form part of animations, that may be used as one of the present displays in any of the present systems, including the present apparel systems and the present decor systems. More particularly, FIG. 9D shows display 22abw, representing a beating heart; display 22bbw, representing turning gears; display 22cbw, representing writhing maggots; display 22dbw, representing slithering snakes; and display 22ebw, representing a crawling spider (a tarantula). Similarly, FIG. 9E shows display 22ac, representing a beating heart;

display 22bc, representing turning gears; display 22cc, representing writhing maggots; display 22dc, representing slithering snakes; and display 22ec, representing a crawling spider (a tarantula).

[0100] As shown in FIGS. 10-12B, body 32 of device support member 30 comprises a back side 39 and pocket 40, which can be coupled to or integral with back side 39. In the illustrated embodiment, pocket 40 is integral with and comprises the same material as device support member 30. Device support member 30 is therefore capable of supporting (e.g., holding or securing) handheld device 20, such as is shown in FIGS. 12A-12B. Body 32 is an example of a body that is configured to hold a handheld device, which may be inserted into the volume defined by pocket 40 and, in some embodiments, by back side 39. In the illustrated embodiment, body 32 also comprises a cap 42 coupled to or integral with back side 39 and/or pocket 40.

[0101] In the illustrated embodiment, pocket 40 is configured such that it has three edges and is formed from the same material as body 32. In other embodiments, pocket 40 may have only one edge. In embodiments in which pocket 40 is coupled to body 32, device support member 30 may include one or more of the attachment mechanisms and/or materials described above, which may couple pocket 40 to body 32 and, more particularly, to back side 39. In such embodiments, pocket 40 may comprise the same material as body 32 or a different material than what body 32 comprises.

[0102] Body 32 of device support member 30 may comprise latex, latex elastomer, latex compound, silicone, PVA, elastomeric urethane, rigid urethane, rubber, ABS plastic, hot melt adhesive, or hot melt vinyl. Pocket 40 and cap 42 may comprise latex, latex elastomer, latex compound, silicone, PVA, elastomeric urethane, rigid urethane, rubber, ABS plastic, hot melt adhesive, or hot melt vinyl in some embodiments; in other embodiments, pocket 40 and cap 42 may comprise cloth, fabric, hook and loop fasteners, spandex, nylon, elastic, rubber, or polyester.

[0103] The handheld digital device can be configured (such as with a software application, also known as an "app") to generate a display, such as of an animation simulating a beating heart, blood pumping through veins, flexing muscles, writhing maggots, or another effect that is related (e.g., synergistically) to the synthetic wound, or some combination of any of these that cycles periodically (or at a wearer-programmable rate) through the components of the combination. When worn by a wearer, the apparel system makes it appear as though the wearer has an open wound through which the wearer's heart, veins, or muscles, or writhing maggots can be seen. Handheld digital device 20 is configured (such as with a software application) to generate a display 22 related to prop 33 of device support member 30. For example, where prop 33 is a simulation of a wound (as depicted), display 22 may comprise a beating heart that enhances the appearance of the wound. Together, these parts—the fake wound and the animated heart—create a synergistic effect that is greater than the effect of the parts individually. Other displays 22 related (e.g., synergistically) to a wound may include, for example, twitching muscles, pulsing veins, moving tendons, and/or moving bones, or some combination of any of these that cycles periodically (or at a wearer-programmable rate) through the components of the combination.

[0104] One way to use the embodiments disclosed in FIGS. 1-12 and the accompanying description is for a wearer to obtain a handheld device (e.g., handheld device 20) and a

device support member (e.g., device support member 30) that has a prop (e.g., prop 30) comprising a wound. The wearer may launch an application on the handheld device containing one or more animations. The user may then choose a desired animation (e.g., display 22 comprising an animation) that will enhance the appearance of the prop, such as a beating heart. The wearer may then insert the handheld digital device into the pocket (e.g., pocket 40) of the device support member such that the display can be seen through the aperture of the body of the device support member (e.g., aperture 34 of body 32 of device support member 30). The wearer may then secure the device support member to his or her body, such as by placing his or her neck into a neck opening of the device support member (e.g., neck opening 38). The wearer may then wear a garment (e.g., garment 12) such that the garment covers at least a portion of the body of the device support member but leaves at least a portion of the prop and the display (e.g., an animation) substantially visible.

[0105] Apparel system 110, another embodiment of the present apparel systems, is shown in FIGS. 13-16. As shown in FIG. 13, apparel system 110 includes garment 112, which comprises graphic 150 and at least one aperture 152 through which display (e.g., animation) 122 can be seen. In the illustrated embodiment, and as shown in more detail in FIGS. 14-16, apparel system 110 also includes device support member 130, which is coupled to garment 112 and which can support (e.g., hold or secure) a handheld device having a screen in such a position that a portion of the screen is visible through aperture 152. Graphic 150 is an example of a graphic that surrounds (or borders) an aperture, and aperture 152 is an example of an aperture that has a normally-open configuration (or position).

[0106] In the illustrated embodiment, graphic 150 comprises a depiction of a face with safety-pinned eyelids (e.g., the graphic as shown in FIGS. 21A-21F), and garment 112 has one aperture 152 where the eye of the would be. Display 122 is related (e.g., synergistically) to the face and comprises an eye in the illustrated embodiment. Other displays that are related (e.g., synergistically) to a face include a blinking empty eye socket, writhing maggots, crawling tarantulas, or moving snakes, or some combination of any of these that cycles periodically (or at a wearer-programmable rate) through the components of the combination.

[0107] FIG. 14 is an illustration of garment 112 of FIG. 13 turned inside-out, with pocket 144 in an open position. FIG. 15 is an exploded view apparel system 110. FIG. 16 is an illustration of garment 112 turned inside out with pocket 144 in the closed position.

[0108] In the embodiment shown in FIGS. 13-16, garment 112 comprises a stiffening layer 162 and stiffening piping 164 (which may take the form of two strips) coupled to the inside of garment 112. As shown in FIGS. 14 and 15, device support member 130 comprises a pocket 144 coupled to garment 112 and, more particularly, to stiffening layer 162, such as by being sewn to stiffening layer 162 along bottom edge 143 of pocket 144. In other embodiments, pocket 140 may be sewn along more than one edge (e.g., three edges) to stiffening layer 162 or garment 112. In other embodiments, pocket 140 may be coupled in another way or ways to stiffening layer 162, such as by gluing, fusing, or the like. In other embodiments, pocket 144 may be coupled (e.g., sewn, glued, fused) directly to garment 112. In still other embodiments, pocket 144 is coupled removably to stiffening layer 162 or garment 112 (such as with tape or mechanical fasteners), meaning

pocket 144 can be separated from them without disturbing the integrity of, for example, a sewn seam(s) or a glued seam. In still other embodiments, device support member 130 may comprise a pocket that is coupled (e.g., sewn, glued, fused, taped) along three edges to stiffening layer 162 or garment 112.

[0109] In the illustrated embodiment, device support member 130 comprises a first fastening portion 146 coupled to (e.g., with adhesive) or integral with stiffening layer 162 and a second fastening portion 147 coupled to (e.g., with adhesive) or integral with pocket 144. In the embodiment shown, each fastening portion is a mating part of a hook and loop fastener (such as Velcro brand hook and loop fasteners). In the specific embodiment shown, first fastening portion 146 comprises the hooks of a hook and loop fastener and second fastening portion 147 comprises the loops of a hook and loop fastener; however, in another embodiment, first fastening portion 146 can comprise the loops and second fastening portion 147 can comprise the hooks.

[0110] As shown in FIG. 16, device support member 130 is configured to support handheld device 120 (which, as shown, is a touchscreen phone). The components of device support member 130 may be configured (e.g., sized and shaped) to support multiple sizes of handheld devices. For example, the larger fastening portions 146 and 147 are made, the larger the size of the handheld device they can help to support. Both device support member 30 (described above) and device support member 130 are examples of device support members configured to securely retain a handheld device. Preferably, a given embodiment of the present device support members associated with the present apparel systems is configured to hold a handheld device such that the handheld device moves minimally, if at all, with respect to the aperture or apertures of the outer garment in order to preserve the effect of the application relative to the prop or graphic.

[0111] As shown in FIGS. 17A-17C, any of the present apparel systems and decor systems can be contained in a package 200 to facilitate shipping and/or sale of the system. In such embodiments, the package is considered part of the system. In certain embodiments, package 200 comprises a hook 201. The package may contain an indicia 206, such as on an externally-facing surface 202 of package 200 or visible through such a surface, that identifies a source for one or more applications that can be executed on a handheld device that has a screen and that is sized to be supported by the device support member of the system. For example, the indicia can be a textual description of a website address at which such an application can be downloaded. Alternatively or additionally, the system may also include an insert 204, such as a piece of paper or papers, that illustrates and/or describes how to assemble the system and/or that includes an indicia (e.g., indicia 206) that identifies a source for one or more applications that can be executed on a handheld device that has a screen and that is sized to be supported by the device support member of the system.

[0112] FIGS. 18A-18D show embodiments of apparel systems, or wearable item systems, that include a wearable (e.g., non-garment) item, like a backpack or a satchel, both of which have at least one strap configured to be positioned over a wearer's body such that the item rests against the torso and/or waist in a normal carrying position.

[0113] FIGS. 18A and 18B shows apparel system 160, which includes wearable, non-garment item 161 (which, in the depicted embodiment, is a satchel) that includes pouch or

container 162; (e.g., flexible) cover 163 that can, in some embodiments, be coupled to a fastener (not shown) for securing the cover to container 162; and wearable strap 165 that is configured to be worn over a wearer's shoulder and, in some embodiments across a portion of the wearer's torso (e.g., including, for example, across the wearer's front and/or back). Some embodiments of item 161, like the depicted embodiment, can also include handle 166 coupled to cover 163, which can be used to carry (rather than wear) item 161. Item 161 also includes at least one aperture 167 in item 161 and, more specifically, through at least a portion of cover 163. Item 161 also includes a graphic 168 depicted on item 161 and, more specifically, on cover 163. One of the present device support members (not visible, but such as device support member 130) is coupled to item 161, and more specifically cover 163, in any suitable manner, such as in a manner similar to how device support member 130 is coupled to garment 112. System 160 may also include a handheld device supported by the device support member in the manner described above, which device can run an application that generates a display (e.g., display 169) that is visible through aperture 167 and that is related (e.g., synergistically) to graphic 168. In FIGS. 18A and 18B, for example, the display is an animation of a shark moving through water, and graphic 168, which depicts an ocean environment, includes a depiction of water.

[0114] FIGS. 18C and 18D shows apparel system 170, which includes wearable, non-garment item 171 (which, in the depicted embodiment, is a satchel) that includes pouch or container 172, which may be closable with one or more zippers 173; and wearable straps 175 that are configured to be worn over a wearer's shoulders such that the back side (not visible) of container 172 is oriented across a portion of the wearer's torso (e.g., across the wearer's front or back). Some embodiments of item 171, like the depicted embodiment, can also include handle 176 coupled to container 172, which can be used to carry (rather than wear) item 171. Item 171 also includes at least one aperture 177 in item 171 and, more specifically, through at least a portion of container 172. Item 171 also includes a graphic 178 depicted on item 171 and, more specifically, on container 172. One of the present device support members (not visible, but such as device support member 130) is coupled to item 171, and more specifically container 172, in any suitable manner, such as in a manner similar to how device support member 130 is coupled to garment 112. System 170 may also include a handheld device supported by the device support member in the manner described above, which device can run an application that generates a display (e.g., display 179) that is visible through aperture 177 and that is related (e.g., synergistically) to graphic 178. In FIGS. 18C and 18D, for example, the display is an animation of a shark moving through water, and graphic 178, which depicts an ocean environment, includes a depiction of water.

[0115] Wearable items 161 and 171 are examples of bags. Containers 162 and 172 are examples of closable containers, where container 162 can be closed using cover 163 and container 172 can be closed using zipper 173. Other embodiments of wearable item systems include any of the present graphics and displays.

[0116] In any of the disclosed embodiments, the application is configured to generate a display that is adjustable by a user, which includes being scalable (that is, able to be made larger or smaller on the screen), translatable (that is, able to be

moved around the screen), and rotatable (that is, able to be rotated on the screen of the handheld device) such that the animation may be properly aligned with the respective aperture(s) of the garment and/or the device support member. In some embodiments, a user may adjust the animation by placing two fingers on the screen and moving them away from each other (to zoom in), moving them towards each other (to zoom out), moving a finger (or fingers together) across the screen (to translate or pan the animation), and rotating one finger relative to the other (to rotate the animation). The application may generate a display that includes actual subject matter (such as an actual moving eye) or computer-generated subject matter (such as a computer-generated moving eye). The application can be configured to accept feedback from one or more instruments on the handheld device, such as an ambient light sensor (if provided), a proximity sensor (if provided), GPS (if provided), an accelerometer (if provided), a compass (if provided), a gyro or gyros (if provided), bluetooth (if provided), and the like, to influence and affect the display (e.g., an animation). For example, the application may be configured such that a front facing camera can be used for head and/or eye tracking of the viewer to influence the display. As another example, the application may be configured such that a front facing camera can be used to capture video segments of the viewer interacting with the apparel system (and, in more particular embodiments, the costume), such as, for example, to generate a reaction from a viewer witnessing a startling image in the display. The application may be configured to modify (e.g., distort) the wearer's voice that is projected through a speaker on the handheld device. The application may be configured such that two apparel systems (e.g., two costume systems) can interact with each other based on proximity. For example, the application may be configured such that a handheld device separate from the handheld device running the application can be used to remotely control the display (e.g., the animation) that is playing on the wearer's costume. The application may be configured such that headphones can be attached to the handheld device and the buttons on the headphones can be used to interact with the display (e.g., the animation).

[0117] In certain embodiments, one or more animations may reside in a software application that is configured to run on the handheld device. In some embodiments, the application may suggest one or more animations that are configured to be displayed with a given costume. For example, in certain embodiments, a user may select a costume in the application, after which the application generates a display of one or more animations (or a list of one or more animations) related to (or otherwise appropriate for) that apparel system (e.g., costume). In other embodiments, the apparel system (or a garment thereof) may include a code (such as an alphanumeric code, a barcode, or a QR code) or a link configured to be received by the application; once the application receives the code or link, the application generates a display of one or more animations (or a list of one or more animations) related to (or otherwise appropriate for) that costume.

[0118] In some embodiments, a user may be able to search the application for a desired animation. For example, a user may be able to search for "heart," and the application will return one or more animations (or a list of one or more animations) of a heart.

[0119] In some embodiments, a user may upload his or her own still image, animation, or message to the application. In other embodiments, the application may be configured to

display images, animations, and/or messages generated and uploaded by another user or by someone in a group (e.g., a community) of users.

[0120] In certain embodiments, the display (e.g., the animation) generated by the application may be configured to change based on the receipt of an input signal. For example, an animation of an eye may be configured to move based on a tap on the screen of the digital handheld device. Or, the animation of the eye may be configured to move based on a signal from a button press (such as a volume up button, a volume down button, or mute button, where the button is physical or digital). Or, the animation of the eye may be configured to move based on a change in position of the handheld device by receiving position data from a position sensor (e.g., gyroscope) within the handheld device. As another example, an animation of a heart may be configured to beat faster as another person approaches the wearer by receiving image data from a camera within the handheld device. As yet another example, an image of a mouth may be configured to smile upon receiving a voice command through a microphone coupled to the handheld device. As still another example, an image of a reindeer nose may be configured to blink red on December 24 upon receiving date data through a calendar reference within the handheld device.

[0121] In still other embodiments, the application may be configured to emit a sound related to the selected animation. For example, where the animation is of a beating heart, the application may emit a sound of a heart beating.

[0122] In certain embodiments, the application may allow a user to select and purchase a garment.

[0123] While the images discussed above and in the specific examples below depict a human wearer, one of ordinary skill in the art would understand that any of the apparel systems disclosed here could be configured to be worn by an animal, such as a dog or cat.

[0124] Specific embodiments of garments comprising graphics and the corresponding animations are discussed below. FIGS. 19A-42F each comprise a graphic configured to be displayed on a garment, such as garment 112. As such, the following graphics and aperture(s) may be substituted for graphic 150 shown in FIG. 13 to yield one of the present apparel systems.

[0125] FIG. 19A is a line drawing of graphic 1950, which is a zombie head and torso comprising one aperture 1952. FIG. 19B is a line drawing of zombie head and torso graphic 1952 and shows that animation 1922 comprises a beating heart visible through aperture 1952. FIGS. 19C and 19E are grayscale and color versions, respectively, of FIG. 19A. FIGS. 19D and 19F are grayscale and color versions, respectively, of FIG. 19B.

[0126] In various embodiments, the animation comprises one or more of a beating heart, writhing maggots, slithering snakes, moving gears, a crawling spider (such as a tarantula), any of which may be accompanied by a sound effect related to the animation.

[0127] FIG. 20A is a line drawing of graphic 2050, which is a witch and cauldron comprising two apertures 2052. FIG. 20B is a line drawing of witch and cauldron graphic 2052 and shows that animation 2022 comprises eyes visible through apertures 2052. FIGS. 20C and 20E are grayscale and color versions, respectively, of FIG. 20A. FIGS. 20D and 20F are grayscale and color versions, respectively, of FIG. 20B.

[0128] In various embodiments, the animated eyes are configured to do one or more of blink, move, and change colors.

[0129] FIG. 21A is a line drawing of graphic 2150, which is a face with safety-pinned eyelids comprising one aperture 2152. FIG. 21B is a line drawing of face graphic 2152 and shows that animation 2122 comprises an eye visible through aperture 2152. FIGS. 21C and 21E are grayscale and color versions, respectively, of FIG. 21A. FIGS. 21D and 21F are grayscale and color versions, respectively, of FIG. 21B.

[0130] In various embodiments, the animated eye is configured to do one or more of blink, move, and change colors.

[0131] FIG. 22A is a line drawing of graphic 2250, which is a skull with a helmet comprising two apertures 2252. FIG. 22B is a line drawing of skull graphic 2252 and shows that animation 2222 comprises two eyes visible through aperture 2252. FIGS. 22C and 22E are grayscale and color versions, respectively, of FIG. 22A. FIGS. 22D and 22F are grayscale and color versions, respectively, of FIG. 22B.

[0132] In various embodiments, the animated eyes are configured to do one or more of glow, move, and change colors.

[0133] FIG. 23A is a line drawing of graphic 2350, which is a pirate head comprising one aperture 2352. FIG. 23B is a line drawing of pirate graphic 2352 and shows that animation 2322 comprises one eye visible through aperture 2352. FIGS. 23C and 23E are grayscale and color versions, respectively, of FIG. 23A. FIGS. 23D and 23F are grayscale and color versions, respectively, of FIG. 23B.

[0134] In various embodiments, the animated eye is configured to do one or more of move, change colors, and blink.

[0135] FIG. 24A is a line drawing of graphic 2450, which is a jack o'lantern and tombstones comprising three apertures 2452. FIG. 24B is a line drawing of graphic 2450 and shows that animation 2422 comprises a glowing flame visible through apertures 2452. FIGS. 24C and 24E are grayscale and color versions, respectively, of FIG. 24A. FIGS. 24D and 24F are grayscale and color versions, respectively, of FIG. 24B.

[0136] In various embodiments, glowing flame is configured to do one or more of change size, change color, flicker, and turn off and on.

[0137] FIGS. 25A-25C are a line drawing, grayscale drawing, and color drawing of graphic 2550, which is a frog. In this embodiment, aperture 2552 is the belly of the frog (that is, unlike many of the embodiments discussed herein, aperture 2552 is not a hole) through which animation 2522 may be seen. In this embodiment, animation 2522 may comprise swarming flies.

[0138] FIG. 26A is a line drawing of graphic 2650, which is a jack o'lantern and kitten comprising three apertures 2652. FIG. 26B is a line drawing of graphic 2650 and shows that animation 2622 comprises a glowing flame visible through apertures 2652. FIGS. 26C and 26E are grayscale and color versions, respectively, of FIG. 26A. FIGS. 26D and 26F are grayscale and color versions, respectively, of FIG. 26B.

[0139] In various embodiments, glowing flame is configured to do one or more of change size, change color, flicker, and turn off and on.

[0140] FIGS. 27A-C are a line drawing, grayscale drawing, and color drawing, respectively, of an alternate embodiment of the graphic depicted in FIGS. 26A-26F. In this embodiment, graphic 2750 of a pumpkin and kitten is depicted, and the pumpkin serves as the aperture 2752 (that is, unlike many of the embodiments discussed herein, the aperture is not a hole like it is in the embodiment depicted in FIGS. 26A-26F) through which animation 2722 can be seen such that the pumpkin appears to glow.

[0141] FIG. 28A is a line drawing of graphic 2850, which is a mask comprising two apertures 2852. FIG. 28B is a line drawing of graphic 2850 and shows that animation 2822 comprises eyes through apertures 2852. FIGS. 28C and 28E are grayscale and color versions, respectively, of FIG. 28A. FIGS. 28D and 28F are grayscale and color versions, respectively, of FIG. 28B.

[0142] In various embodiments, the animated eyes are configured to do one or more of glow, blink, move, and change colors.

[0143] FIG. 29A is a line drawing of graphic 2950, which is a kitten in a jack o'lantern comprising two apertures 2952. FIG. 29B is a line drawing of graphic 2950 and shows that animation 2922 comprises cartoon eyes visible through apertures 2952. FIGS. 29C and 29E are grayscale and color versions, respectively, of FIG. 29A. FIGS. 29D and 29F are grayscale and color versions, respectively, of FIG. 29B.

[0144] In various embodiments, the animated eyes are configured to blink, move, glimmer, and change colors.

[0145] FIG. 30A is a line drawing of graphic 3050, which is an evil clown comprising three apertures 3052 for the eyes and mouth. FIG. 30B is a line drawing of graphic 3050 and shows that animation 3022 comprises eyes and a mouth visible through apertures 3052. FIGS. 30C and 30E are grayscale and color versions, respectively, of FIG. 30A. FIGS. 30D and 30F are grayscale and color versions, respectively, of FIG. 30B.

[0146] In various embodiments, the animated eyes are configured to do one or more of blink, move, glow, and change colors, and the mouth is configured to do one or more of grin, open, and close.

[0147] FIG. 31A is a line drawing of graphic 3150, which is a fortune teller comprising one aperture 3152 for the crystal ball. FIG. 31B is a line drawing of graphic 3150 and shows that animation 3122 comprises a swirling crystal ball visible through aperture 3152. FIGS. 31C and 31E are grayscale and color versions, respectively, of FIG. 31A. FIGS. 31D and 31F are grayscale and color versions, respectively, of FIG. 31B.

[0148] In various embodiments, the animated swirl is configured to do one or more of move and change colors. In other embodiments, the swirl may contain an image, such as a photo uploaded by a user.

[0149] FIG. 32A is a line drawing of graphic 3250, which is a fortune teller comprising one aperture 3252 for the crystal ball. FIG. 32B is a line drawing of graphic 3250 and shows that animation 3222 comprises a swirling crystal ball visible through aperture 3252. FIGS. 32C and 32E are grayscale and color versions, respectively, of FIG. 32A. FIGS. 32D and 32F are grayscale and color versions, respectively, of FIG. 32B.

[0150] In various embodiments, the animated swirl is configured to do one or more of move and change colors. In other embodiments, the swirl may contain an image, such as a photo uploaded by a user.

[0151] FIG. 33A is a line drawing of graphic 3350, which is a decapitated butler comprising two apertures for the eyes. FIG. 33B is a line drawing of graphic 3350 and shows that animation 3222 comprises eyes visible through apertures 3352. FIGS. 33C and 33E are grayscale and color versions, respectively, of FIG. 33A. FIGS. 33D and 33F are grayscale and color versions, respectively, of FIG. 33B.

[0152] In various embodiments, the animated eyes may be configured to do one or more of move, blink, and change colors.

[0153] FIG. 34A is a line drawing of graphic 3450, which is a mad barber comprising one aperture 3452 for the barber pole. FIG. 34B is a line drawing of graphic 3450 and shows that animation 3422 comprises a rotating barber pole visible through aperture 3452. FIGS. 34C and 34E are grayscale and color versions, respectively, of FIG. 34A. FIGS. 34D and 34F are grayscale and color versions, respectively, of FIG. 34B.

[0154] In various embodiments, the animated pole may be configured to spin at different rates.

[0155] FIG. 35A is a line drawing of graphic 3550, which is a reindeer comprising one aperture 3552 for the nose. FIG. 35B is a line drawing of graphic 3550 and shows that animation 3522 comprises a blinking nose visible through aperture 3552. FIGS. 35C and 35E are grayscale and color versions, respectively, of FIG. 35A. FIGS. 35D and 35F are grayscale and color versions, respectively, of FIG. 35B.

[0156] In various embodiments, the animated nose may be configured to do one or more of blink and change colors.

[0157] FIG. 36A is a line drawing of graphic 3650, which is a hearth comprising one aperture 3652 for the fireplace. FIG. 36B is a line drawing of graphic 3650 and shows that animation 3622 comprises a burning fire visible through aperture 3652. FIGS. 36C and 36E are grayscale and color versions, respectively, of FIG. 36A. FIGS. 36D and 36F are grayscale and color versions, respectively, of FIG. 36B.

[0158] In various embodiments, the fire may be configured to do one or more of flare, crackle, and die.

[0159] FIG. 37A is a line drawing of graphic 3750, which is a winter scene comprising one aperture 3752 for a snow globe. FIG. 37B is a line drawing of graphic 3750 and shows that animation 3722 comprises a picture frame and falling snow visible through aperture 3752. FIGS. 37C and 37E are grayscale and color versions, respectively, of FIG. 37A. FIGS. 37D and 37F are grayscale and color versions, respectively, of FIG. 37B.

[0160] In various embodiments, a user may select a photo to be placed in the frame, and the snow may be configured to do one or more of start, stop, and change the rate at which it falls.

[0161] FIGS. 38A-38C are a line drawing, grayscale drawing, and color drawing of the same graphic shown in FIGS. 37A-F but with a different animation. In this embodiment, instead of a picture frame, animation 3723 shows a cabin with fallen snow around that is visible through aperture 3752.

[0162] In various embodiments, animation 3723 may be configured to include falling snow that does one or more of start, stop, and change the rate at which it falls.

[0163] FIG. 39A is a line drawing of graphic 3950, which is President Obama comprising two apertures 3952 for the eyes. FIG. 39B is a line drawing of graphic 3950 and shows that animation 3922 comprises eyes visible through apertures 3952. FIGS. 39C and 39E are grayscale and color versions, respectively, of FIG. 39A. FIGS. 39D and 39F are grayscale and color versions, respectively, of FIG. 39B.

[0164] In various embodiments, the animated eyes may be configured to do one or more of move, blink, and change colors.

[0165] FIG. 40A is a line drawing of zombie head graphic 4050 comprising two apertures 4052. FIG. 40B is a line drawing of zombie head graphic 4050 and shows that animation 4022 comprises eyes visible through apertures 4052. FIGS. 40C and 40E are grayscale and color versions, respectively, of FIG. 40A. FIGS. 40D and 40F are grayscale and color versions, respectively, of FIG. 40B.

[0166] In various embodiments, the animated eyes are configured to do one or more of move, blink, change expression, and change color.

[0167] FIG. 41A is a line drawing of a female disco dancer graphic 4150 comprising one aperture 4152. FIG. 41B is a line drawing of disco dancer graphic 4150 and shows that animation 4122 comprises a disco ball visible through aperture 4152. FIGS. 41C and 41E are grayscale and color versions, respectively, of FIG. 41A. FIGS. 41D and 41F are grayscale and color versions, respectively, of FIG. 41B.

[0168] In various embodiments, the animated disco ball is configured to do one or more of blinking, shining, spinning, and changing color.

[0169] FIG. 42A is a line drawing of a male disco dancer graphic 4250 comprising one aperture 4252. In the embodiment shown, aperture may comprise a transparent film coupled to the garment, and graphic 4250 may be placed on or over the film. FIG. 42B is a line drawing of disco dancer graphic 4250 and shows that animation 4222 comprises a disco ball and dance floor visible through aperture 4252. FIGS. 42C and 42E are grayscale and color versions, respectively, of FIG. 42A. FIGS. 42D and 42F are grayscale and color versions, respectively, of FIG. 42B.

[0170] In various embodiments, the animated disco ball and dance floor is configured to do one or more of blinking, shining, spinning, flashing, changing pattern, and changing color.

[0171] FIGS. 43A-43H illustrate an embodiment of a decor system 4310. Unlike the examples of apparel systems discussed above, the decor system is not configured to be worn by a wearer and is instead configured for display. Like the examples discussed above, however, decor system 4310 comprises a decor item 4312 configured to retain a handheld device 4320 that displays an animation 4322 that is related to the decor item (e.g., that creates a synergistic effect between the animation and the decor item).

[0172] As shown in FIGS. 43A-43B, decor system 4310 comprises a frame 4390 surrounding a surface 4392, at least one aperture 4352 through surface 4392 through which an animation 4322 may be seen, and a graphic 4350 on surface 4392. Surface 4392 can be the front surface of a canvas or a canvas-like element. In the illustrated embodiment, graphic 4350 is a cartoon portrait with two apertures 4352 where the eyes would be.

[0173] FIG. 43C is a view of the back side of decor system 4310, and FIG. 43D is an exploded view of FIG. 43C. In the embodiment shown in FIGS. 43C-43D, system 4310 comprises device support member 4330. System 4310 also includes back surface 4394, which may be the opposite side of the same material as front surface 4392 (in which case apertures 4352 extend through both front and back surfaces 4392 and 4394, respectively), or which may be a surface of a backer or backing material (such as cardboard, particle board, wood, or the like) that is coupled (e.g., stapled or glued) to the material of which front surface 4392 is a part (in which case apertures 4352 in front surface are aligned with comparably sized and positioned apertures in back surface 4394). Device support member 4330 includes a pocket 4344 and a first fastening portion 4346 that is coupled to or integral with pocket 4344 and that can be coupled to back surface 4394. Device support member 4330 also includes a second fastening portion 4367 coupled to back surface 4394. Pocket 4344 may be coupled to second fastening portion 4367 in any suitable fashion, such as by being sewn along bottom edge

4343 of pocket 4344 or along any one or more edges of pocket 4344. In the embodiment shown, each fastening portion is a mating part of a hook and loop fastener (such as Velcro brand hook and loop fasteners). In the specific embodiment shown, first fastening portion 4346 comprises the hooks of a hook and loop fastener and second fastening portion 4367 comprises the loops of a hook and loop fastener; however, in another embodiment, first fastening portion 4346 can comprise the loops and second fastening portion 4367 can comprise the hooks. In some embodiments, the pocket may be coupleable (e.g., coupled removably) to the second fastening portion using only the hook and loop fastener. In other embodiments, pocket 4344 may be coupled in another way or ways to fastening portion 4367, such as by gluing, fusing, or the like. In other embodiments, pocket 4344 may be coupled (e.g., sewn, glued, fused) directly to back surface 4394.

[0174] In some embodiments, system 4310 may comprise wire 4399, which may be coupled to frame 4390 or some other suitably sturdy portion of system 4310 such that system 4310 may be hung on a wall.

[0175] As will be understood from FIGS. 43B-43D, device support member 4330 is configured to support (e.g., hold or secure) handheld device 4320 (which, as shown in FIG. 43D, is a touchscreen phone). The components of device support member 4330 may be configured (e.g., sized and shaped) to support multiple sizes of handheld devices. For example, the larger fastening portions 4346 and 4367 are made, the larger the size of the handheld device they can help to support. Device support member 4330 is an example of a device support member that is configured to securely retain a handheld device. Preferably, a given embodiment of the present device support members associated with the present decor systems is configured to hold a handheld device such that the handheld device moves minimally, if at all, with respect to the aperture or apertures of the decor system in order to preserve the effect of the application relative to the graphic, or, if used, a prop.

[0176] FIGS. 43E and 43G are grayscale and color versions, respectively, of decor system 4310 depicted in FIG. 43A. FIGS. 43F and 43H are grayscale and color versions, respectively, of decor system 4310 depicted in FIG. 43B.

[0177] In another embodiment shown in FIGS. 44A-44B, decor system 4410 comprises mug 4490, which includes a semi-cylindrical front wall 4352 that, together with bottom 4353 and back wall 4354, defines a chamber configured to contain a liquid. Semi-cylindrical chamber front wall 4352 has a substantially curved surface and back wall 4354 has a substantially planar surface.

[0178] Mug 4490 also comprises a device support member 4430 that is coupled to or integral with back wall 4354 and/or bottom 4353 and that comprises a slot configured to receive a handheld device 4420 configured to display an animation 4422.

[0179] At least a portion of the material(s) of at least front and back walls 4352 and 4354, respectively, that define the chamber for holding liquid comprise a transparent and/or translucent material such that animation 4422 is visible through the chamber (and, thus, the front and back walls that, at least in part, define it) when a handheld device is supported (e.g., held or secured) by device support member 4330. In the embodiment shown in FIGS. 44A-44B, animation 4422 comprises a scene of fish swimming. Thus, when handheld device 4420 is supported by mug 4490, it appears that fish are swimming in the mug.

[0180] In other embodiments, the walls defining the chamber for holding liquid may be shaped such that the chamber is more or less than half a cylinder. In certain embodiments, two semi-cylindrical chambers, which may or may not be in fluid communication with each other, are coupled to each other and/or to device support member **4430** such that mug **4490** appears to be cylindrical and such that the device support member is positioned between them. In still other embodiments, the device support member may be configured to support two handheld devices (e.g., directly back to back, or back to back but separated by a divider) and the mug may comprise two chambers for holding liquid, such that animations (of, e.g., fish swimming) may be visible through both liquid-holding chambers when the mug is supporting two handheld devices running swimming fish applications.

[0181] The following module is one example of software (and is code written in Objective-C) that may be used to create an application that can be stored in memory (e.g., non-transitory, non-volatile memory) on a handheld device for use with embodiments of the present apparel systems and decor systems. As those of ordinary skill in the art will understand, the module below may be used to produce an animation, and may be combined with other modules to create an application that allows a user to select one animation from among multiple animations to run on a handheld device on which the application is stored. The following module can be used to create an animation showing a beating heart, maggots, snakes, gears, or a spider, and is suitable for use with any body shown in FIGS. **1-9** and with any graphic shown in FIGS. **19A- 19F**:

```

@interface HeartViewController : ItemViewController
{
    int currentClip;
    BOOL dummyBool;
}
@property (nonatomic, strong) NSArray *clips;
@end
@implementation HeartViewController
@synthesize clips;
- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil];
    if (self) {
        // Custom initialization
    }
    return self;
}
- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}
#pragma mark - View lifecycle
- (void)viewDidLoad
{
    [super viewDidLoad];
    self.clips = [[NSArray alloc] initWithObjects:@"HeartBeating", @"Maggots", @"Snakes",
    @"Gears", @"Spider", nil];
    currentClip = 0;
    if (IS_WIDESCREEN) {
        //NSLog(@"is widescreen");
        self.container.frame = CGRectMake(-29, 0, 379, 568);
    }
    self.moviePlayer = [[MPMoviePlayerController alloc] initWithContentURL:[self
getBundleClip:[self.clips objectAtIndex:currentClip]]];
    self.moviePlayer.controlStyle = MPMovieControlStyleNone;
    self.moviePlayer.shouldAutoplay = YES;
    [self.moviePlayer prepareToPlay];
    self.moviePlayer.repeatMode = MPMovieRepeatModeOne;
    self.moviePlayer.view.frame = self.container.frame;
    self.moviePlayer.view.userInteractionEnabled = NO;
    [self.container addSubview:self.moviePlayer.view];
    /*[[NSNotificationCenter defaultCenter] addObserver:self
selector:@selector(moviePlayerNotification:)
name:MPMoviePlayerPlaybackStateDidChangeNotification object:self.moviePlayer];
dummyBool = NO;
*/
    [[NSNotificationCenter defaultCenter] addObserver:self selector:
@selector(moviePlaybackDidFinish:) name:
MPMoviePlayerPlaybackStateDidChangeNotification
object:self.moviePlayer];
    /*UITapGestureRecognizer * tap = [[UITapGestureRecognizer alloc] initWithTarget:self
action:@selector(handleTap:);
tap.numberOfTapsRequired = 2;
[self.view addGestureRecognizer:tap];
*/
}

```

-continued

```

[[NSNotificationCenter defaultCenter] addObserver:self
                                     selector:@selector(movieEventFullscreenHandler:)
                                     name:MPMoviePlayerWillEnterFullscreenNotification
                                     object:nil];
[[NSNotificationCenter defaultCenter] addObserver:self
                                     selector:@selector(movieEventFullscreenHandler:)
                                     name:MPMoviePlayerDidEnterFullscreenNotification
                                     object:nil];
*/
}
- (void)viewDidAppear:(BOOL)animated {
    [super viewDidAppear:animated];
}
- (void)moviePlayerNotification:(NSDictionary *)userInfo {
    // Do anything here, for example re-assign the listeningToMoviePlayerNotification-BOOL
    dummyBool = YES;
}
/*
- (void)movieEventFullscreenHandler:(NSNotification*)notification {
    [self.moviePlayer setFullscreen:NO animated:NO];
    // [self.moviePlayer setControlStyle:MPMovieControlStyleEmbedded];
}*/
- (void)doubleTap:(UITapGestureRecognizer *)recognizer {
    if (bonusVideosMode) {
        currentClip++;
        if (currentClip >= self.clips.count)
        {
            currentClip = 0;
        }
        [self.moviePlayer setContentURL:[self getBundleClip:[self.clips
objectAtIndex:currentClip]]];
        [self.moviePlayer play];
    }
}
/*- (void) moviePlayBackDidFinish:(NSNotification*)notification {
    NSLog( @"myMovieFinishedCallback: %@", notification );
    MPMoviePlayerController *movieController = notification.object;
    NSLog( @"player.playbackState = %d", movieController.playbackState );
}*/
- (void)moviePlayBackDidFinish:(NSNotification *)note {
    if (note.object == self.moviePlayer) {
        NSInteger reason = [[note.userInfo
objectForKey:MPMoviePlayerPlaybackDidFinishReasonUserInfoKey] integerValue];
        if (reason == MPMovieFinishReasonPlaybackEnded) {
            [self.moviePlayer play];
        }
    }
}
- (void) remoteControlReceivedWithEvent: (UIEvent *) receivedEvent
    if (receivedEvent.type == UIEventTypeRemoteControl) {
        switch (receivedEvent.subtype) {
            case UIEventSubtypeRemoteControlTogglePlayPause:
                {
                    if (bonusVideosMode) {
                        currentClip++;
                        if (currentClip >= self.clips.count)
                        {
                            currentClip = 0;
                        }
                    }
                    [self.moviePlayer setContentURL:[self getBundleClip:[self.clips
objectAtIndex:currentClip]]];
                    [self.moviePlayer play];
                }
                break;
            /*
            case UIEventSubtypeRemoteControlPreviousTrack:
                {
                    currentClip--;
                    //NSLog(@"currentCLip: %d", currentClip);
                    if (currentClip < 0)
                    {
                        currentClip = self.clips.count-1;
                        //NSLog(@"currentCLipRest: %d", currentClip);
                    }
                    [self.moviePlayer setContentURL:[self getBundleClip:[self.clips
objectAtIndex:currentClip]]];

```

-continued

```

        [self.moviePlayer play];
    }
    case UIEventSubtypeRemoteControlNextTrack:
    {
        currentClip++;
        if (currentClip >= self.clips.count)
        {
            currentClip = 0;
        }
        [self.moviePlayer setContentURL:[self getBundleClip:[self.clips
objectAtIndex:currentClip]]];
        [self.moviePlayer play];
        break;
    }
    /*
    default:
        break;
    }
}
}
- (void) viewWillDisappear:(BOOL)animated {
    [self.moviePlayer stop];
    [self.moviePlayer.view removeFromSuperview];
    self.moviePlayer = nil;
    [super viewWillDisappear:animated];
}
- (void) viewDidUnload
{
    [super viewDidUnload];
    // Release any retained subviews of the main view.
    // e.g. self.myOutlet = nil;
    self.clips = nil;
}
- (BOOL) shouldAutorotateToInterfaceOrientation:(UIInterfaceOrientation)interfaceOrientation
{
    // Return YES for supported orientations
    //return (interfaceOrientation == UIInterfaceOrientationPortrait);
    return interfaceOrientation == UIInterfaceOrientationLandscapeLeft || interfaceOrientation ==
UIInterfaceOrientationLandscapeRight;
}
- (IBAction) handleRotate:(UIRotationGestureRecognizer *)recognizer {
}
@end

```

[0182] The above specification and examples provide a complete description of the structure and use of exemplary embodiments. Although certain embodiments have been described above with a certain degree of particularity, or with reference to one or more individual embodiments, those skilled in the art could make numerous alterations to the disclosed embodiments without departing from the scope of this invention. As such, the illustrative embodiment of the present devices is not intended to be limited to the particular forms disclosed. Rather, they include all modifications and alternatives falling within the scope of the claims, and embodiments other than the one shown may include some or all of the features of the depicted embodiment. For example, components may be combined as a unitary structure and/or connections may be substituted. As another example, apparel system **110** may be configured such that stiffening layer **162** and stiffening piping **164** (which may take the form of two strips) are coupled to other components of device support member **130** before they are coupled to the inside of garment **112**. As another example, one of ordinary skill in the art would understand that, in alternate embodiments, garment **12** may be sized and configured to fit a dog rather than a human. Further, where appropriate, aspects of any of the examples described above may be combined with aspects of any of the other examples described to form further examples having comparable or different properties and addressing the same or

different problems. Similarly, it will be understood that the benefits and advantages described above may relate to one embodiment or may relate to several embodiments.

[0183] The claims are not to be interpreted as including means-plus- or step-plus-function limitations, unless such a limitation is explicitly recited in a given claim using the phrase(s) “means for” or “step for,” respectively.

1. An apparel system configured to be worn by a wearer, comprising:

a device support member comprising:

- a body having an aperture;
- a prop coupled to or integral with the body;
- a pocket coupled to or integral with the body;

where the device support member is configured to support a handheld device having a screen such that at least a portion of the screen is visible through the aperture.

2. The apparel system of claim 1, where the device support member further comprises:

a bib coupled to or integral with the body, the bib configured to be coupled to a wearer’s neck.

3. The apparel system of claim 1, where the prop comprises a wound, the system further comprises a handheld device sized to be supported by the device support member and configured to run an application displaying a beating heart.

4. The apparel system of claim 1, further comprising a garment configured to be worn by a wearer over the device

support member, and where the body of the device support member is configured to be coupled directly to the garment.

5. The apparel system of claim 4, where the device support member is sewn, fused, or adhered to the garment.

6. The apparel system of claim 1, where the device support member comprises latex.

7. The apparel system of claim 1, further comprising a handheld device configured to run an application that can generate a display related to the prop, where the handheld device is sized to be supported by the device support member, the prop comprises a wound, and the display comprises one or more of a beating heart, moving maggots, turning gears, moving snakes, and one or more moving spiders.

8. The apparel system of claim 7, where the application, when run, can generate a sound associated with the display.

9. A wearable item system comprising:

a wearable item comprising:

a container having at least one aperture, the container being closable;

at least one wearable strap coupled to the container, the wearable strap being configured to be worn over a wearer's shoulder; and

a device support member coupled to the wearable item, the device support member having a pocket and being configured to support a handheld device such that at least a portion of a screen of the handheld device is visible through the at least one aperture.

10. The wearable item system of claim 9, where the container comprises a graphic.

11. The wearable item system of claim 10, further comprising a handheld device configured to run an application capable of generating a display on a screen related to the graphic, at least a portion of which will be visible through the at least one aperture when the handheld device is supported by the device support member.

12. The wearable item system of claim 9, where the wearable item comprises a backpack.

13. (canceled)

14. (canceled)

15. (canceled)

16. (canceled)

17. (canceled)

18. (canceled)

19. (canceled)

20. (canceled)

21. A method of using an apparel system, comprising:

obtaining an apparel system comprising:

a garment comprising at least one aperture;

a pocket configured to be worn underneath the garment; and

a handheld device configured to be supported, at least in part, by the pocket and comprising a screen and an application configured to generate a display on the screen;

running the application; and

supporting the handheld device, at least in part, using the pocket such that the display is visible through the at least one aperture.

22. The method of claim 21, where the garment comprises a graphic and the display is related to the graphic.

23. The method of claim 21, where the system further comprises a device support member comprising a prop, the pocket being a portion of the device support member, and the display is related to the prop.

24. The method of claim 21, where the application is modifiable.

25. An apparel system configured to be worn by a wearer, comprising:

a garment comprising at least one aperture; and

a device support member configured to be worn underneath the garment, the device support member having a pocket and being configured to support a handheld device such that at least a portion of a screen of the handheld device is visible through the at least one aperture.

26. The apparel system of claim 25, further comprising:

a stiffening layer coupled to an inside surface of the garment, where the pocket is configured to be coupled to stiffening layer; and

a hook and loop fastener coupled to the garment, where one portion of the hook and loop fastener is coupled to the pocket and another portion of the hook and loop fastener is coupled to the stiffening layer.

27. The apparel system of claim 25, where the garment further comprises a graphic surrounding the at least one aperture.

28. The apparel system of claim 25, where the garment comprises a tee shirt, a sweater, a sweatshirt, a jacket, a blazer, a cloak, a cape, a hood, a hat, a mask, a vest, a serape, a poncho, or a coat.

29. The apparel system of claim 28, where the garment includes a graphic that depicts a zombie, a clown, a werewolf, a barber, a wound, a face, a jack o'lantern, a kitten, a cat, a dog, a reindeer, a disco dancer, a cartoon character, a public figure, a hearth, a winter scene, a portrait, or a picture frame.

30. The apparel system of claim 25, where the garment further comprises a graphic.

31. The apparel system of claim 30, further comprising a handheld device configured to run an application capable of generating a display on a screen related to the graphic, at least a portion of which will be visible through the at least one aperture when the handheld device is supported by the device support member.

32. The apparel system of claim 31, where the display is modifiable.

* * * * *