9. Articles having flocked part or mesh fabric part

In cases of depicting the drawing of, for example, flocked part of a brush or fine mesh fabric part, which is difficult to be drawn strictly accurately, and does not have to be drawn strictly accurately for the design to be specified, applicants can represent it by a conventional and special method.

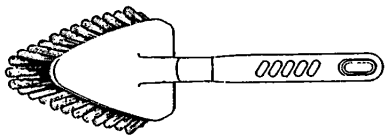
9.1 In the case of a flocked part

Since it is impossible to depict each of the hair in two lines to represent the thickness thereof, it shall be considered as unavoidable to represent them in a single line. Additionally, it is not necessary that the number of hair is strictly identical to that of the real article, and therefore, it shall be considered as sufficient to prepare each view as close to the real article as possible.

<Fig. 3.9-1> Example of depicting a flocked part in a single line

[Article to the Design] Brush for tiles

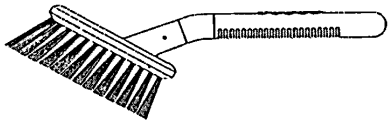
[Top view]

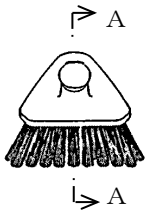


[Right side view]

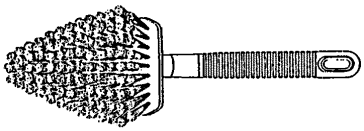
[Left side view]

[Front view]

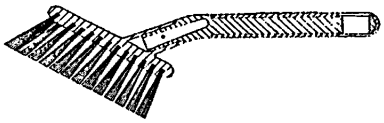




[Bottom view]



[A-A line sectional view]



<Fig. 3.9-2> Example of schematically depicting a flocked part in a single line

[Article to the Design] Animal stuffed toy

[Front view]

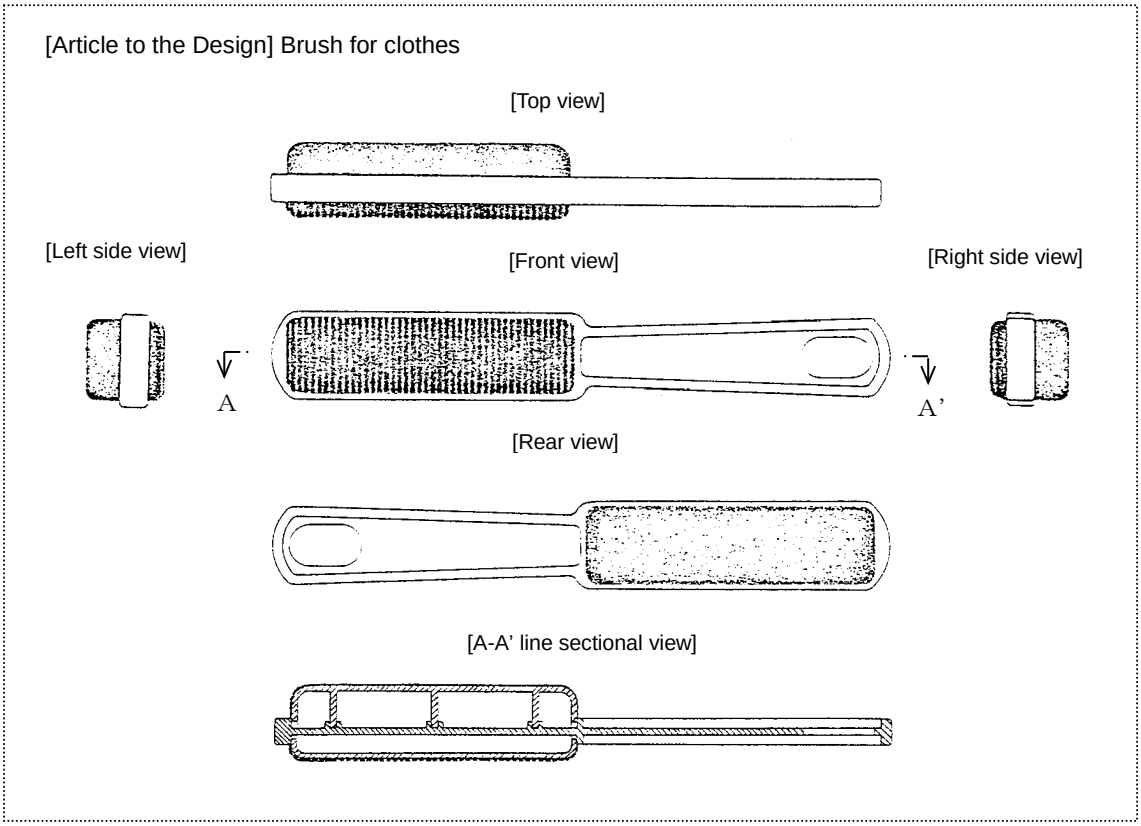
[Right side view]

[Top view]

9.2 In the case of materials such as hair-raising clothes or sponge

As for materials such as hair-raising clothes or sponge, it shall be considered as sufficient if views are prepared as close to the actual article as possible, making them resembling the real one.

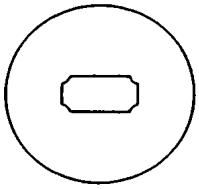
<Fig. 3.9-3> Example of depicting material texture



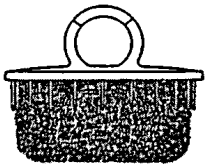
<Fig. 3.9-4> Example of depicting material texture

[Article to the Design] Metal scrub brush for cleaning

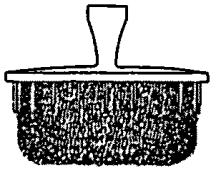
[Top view]



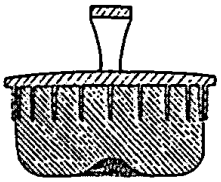
[Front view]



[Right side view]

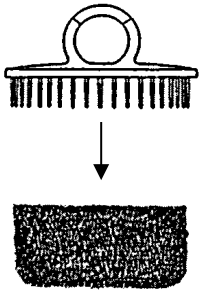


[Central longitudinal section of the front view]



[Bottom view]

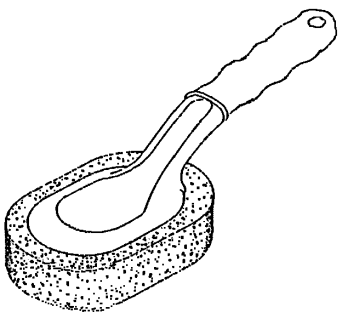
[Reference front view of the state in which objects are separated]



<Fig. 3.9-5> Example of representing material texture

[Article to the Design] Brush for cleaning

[Perspective view]



9.3 In the case of generic fine plain-weave mesh fabric

In cases where an article is made using generic fine plain-weave mesh fabric and it is difficult to depict each of the net yarn in two lines to show its thickness, the rules need to be followed.

(i) Net yarn can be drawn in a single line.

(ii) The number of net yarn does not have to be strictly identical to that of the actual article, and therefore, it shall be sufficient if each view is prepared as close to the actual article as possible.

(iii) When preparing a sectional view or an end elevational view of the cut part that includes the mesh fabric part,

a) Applicants need to represent the state of knitting in the end elevational view of the cut part.

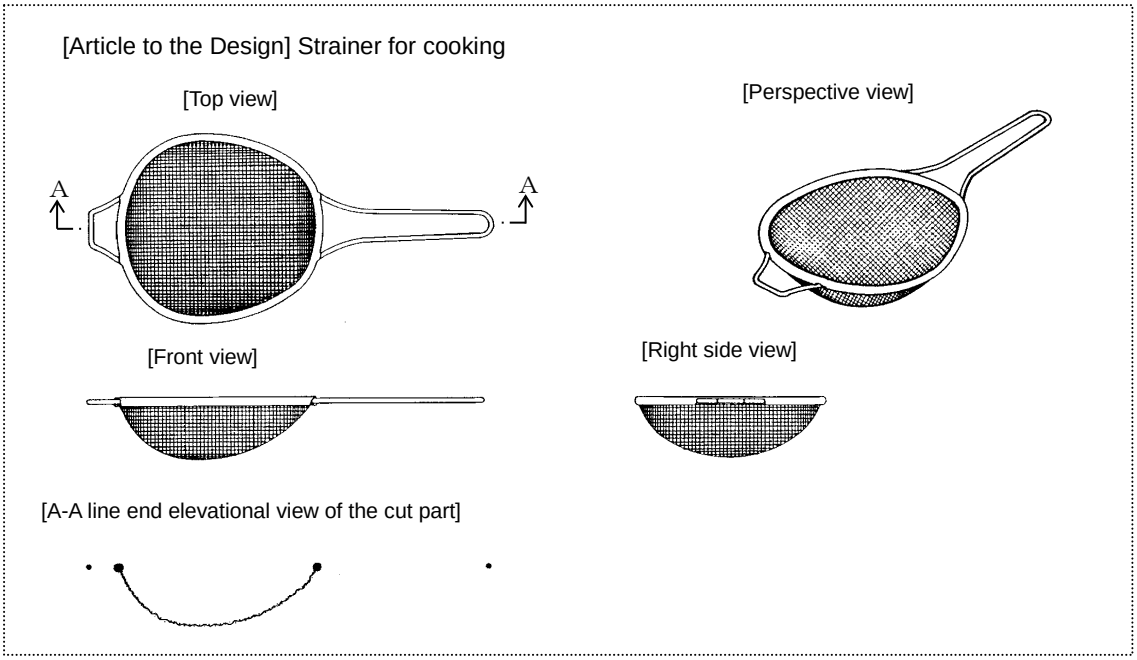
In the drawing by this method, although the shape of mesh fabric part is different between “a set of six views” and [End elevational view], it is possible to clearly represent where the mesh fabric part is in the article.

b) Applicants need to represent the cross section in a simplified manner as a plate-like object.

This method is limited to the case where the position of mesh fabric part can be understood through “the name of article” or “a set of six views,” and it is not necessary to represent the mode of the mesh fabric in a specific manner.

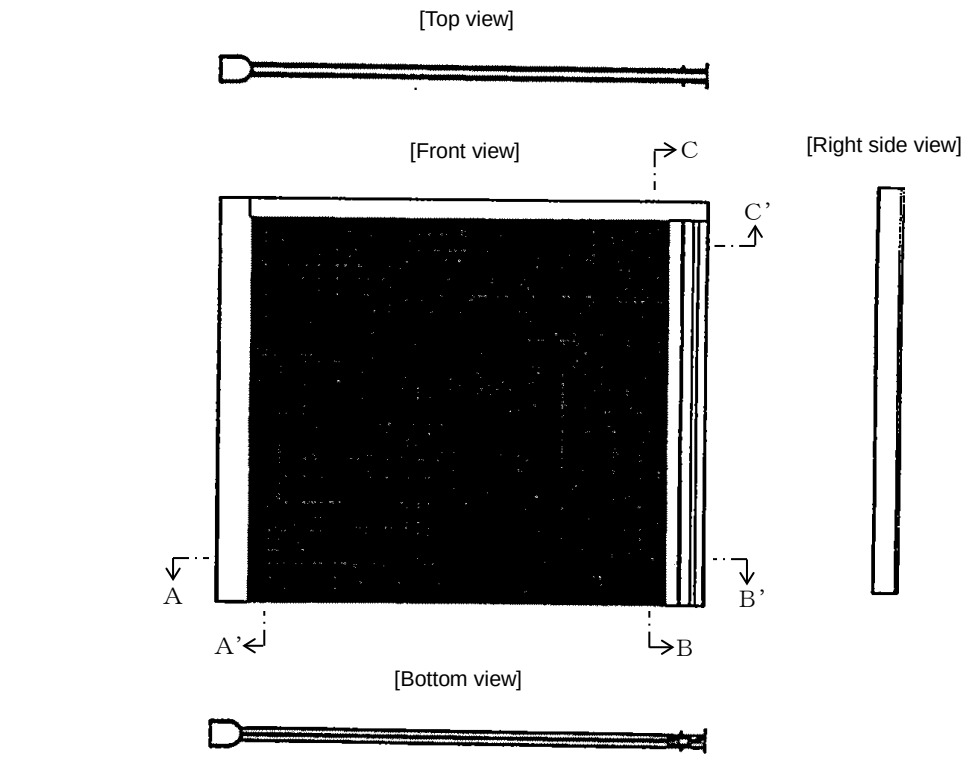
However, the method of representing an article may be different depending the field that the article belongs to. In addition, in cases where the structure of mesh fabric is not generic, or the form of mesh fabric itself is important, applicants cannot prepare the drawing by the methods mentioned above.

<Fig. 3.9-6> Example of representing material texture

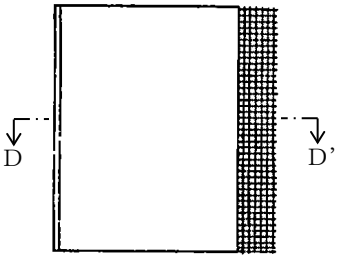


<Fig. 3.9-7> Example of representing in an enlarged view

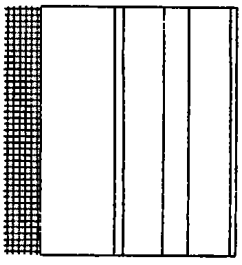
[Article to the Design] Screen door



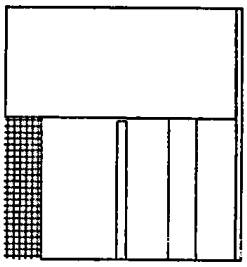
[A-A' partial enlarged view]



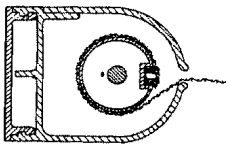
[B-B' partial enlarged view]



[C-C' partial enlarged view]



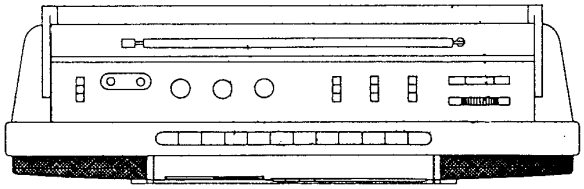
[D-D' line end elevational view]



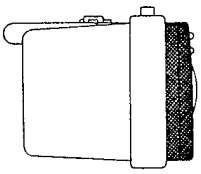
<Fig. 3.9-8> Example of representing material texture

[Article to the Design] Tape recorder with a radio

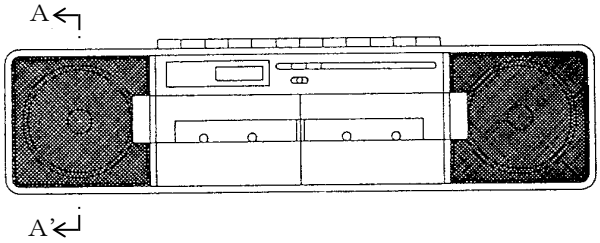
[Top view]



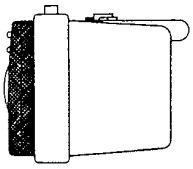
[Left side view]



[Front view]



[Right side view]



[A-A' line enlarged sectional view with the internal mechanism omitted]