A garment to be worn while hunting is provided that is formed with an exterior surface having a base layer and an additional layer formed with individual sections that project away from the base layer to provide a three dimensional appearance to the garment. The sections are each formed with an irregular edge shaped similarly to items found in a natural environment to obscure the silhouette of the individual wearing the garment. Also, the colors of some of the sections are selected from those having wave lengths of between 590 to 700 nm, which are readily discernible by humans, but which the animals being hunted are much less sensitive to, rendering the garment inconspicuous to the animals.
FIG. 2
SILHOUETTE DISTORTING HUNTING GARMENT

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application claims priority from U.S. provisional application 61/084,147 filed on Jul. 28, 2008, the entirety of which is expressly incorporated herein.

TECHNICAL FIELD

[0002] The present disclosure is directed to a garment for hunting, and in particular, is directed to a garment that conceals the hunter from the hunted prey while also easily making other hunters in the vicinity aware of the hunter's presence.

BACKGROUND OF THE INVENTION

[0003] Typically, hunters attempt to conceal themselves in the hunting environment from the hunted animals. One known and often used means of concealment is to dress in camouflage clothing. The camouflage clothing typically includes colors and patterns that are common in the hunting environment (e.g., browns and greens) in order to enable the hunter wearing the clothing to blend into the hunting environment. However, when a number of hunters hunt in the same geographic area and because colors of this type also make it difficult to discern a hunter wearing clothing having these colors from the hunting environment or can cause the hunter to be mistaken for the animals being hunted, which often blend into the environment, there is an increased danger that a hunter dressed in camouflage might be mistaken by other hunters as an animal and injured.

[0004] As a result, due to the danger of camouflaged hunters being mistaken by other hunters as part of the environment or animals, safety regulations have been enacted requiring that hunters wear a certain amount of bright colored clothing (e.g., blaze orange) when hunting for certain types of animals in certain geographic areas. These types of colors do not blend into the hunting environment and are readily discernible by other hunters to prevent a hunter wearing these colors from being mistaken for an animal.

[0005] However, some of the hunted animals (e.g., deer) are dichromatic animals, meaning they can clearly see colors in the lower wavelength range, i.e., blue, green and yellow, in a manner similar to or even better than humans. However, these animals have a much lower sensitivity to those colors at the higher wavelengths of the visible spectrum of light, e.g., the color red or colors with wavelengths closer to red, such as the commonly required color blaze orange. Consequently, blaze orange clothing does not create as great of a concealment problem as it would if the hunted animals were the type that could perceive all colors similarly to humans. Because of this, commercially available blaze orange hunting gear is designed specifically to be noticed by other hunters, and not typically designed to conceal the hunter from the hunted animals which can see blaze orange, but not as clearly as humans.

[0006] However, since dichromatic animals can still distinguish shades of color at the higher end of the visible spectrum, i.e., like orange and red, if the colors worn by a hunter to make the hunter visible to other hunters are not a normal part of this natural environment, they can be distinguished by the animal. In addition, shapes that do not conform to the environment known by the animal, such as a human silhouette, can be readily distinguished from the environment by the animal. Therefore, there is a need for hunting gear that can better conceal the hunter from animals while at the same time enabling the hunter to be easily identified by other hunters.

SUMMARY OF THE INVENTION

[0007] According to one aspect of the present disclosure, a garment and a related method is provided that conceals the hunter from animals while at the same time makes the hunter easily identifiable by other hunters. The garment includes an exterior surface for the garment including a number of sections that are colored to be readily discernible to humans, but that are perceived to generally blend into the surrounding environment so as not to be easily discernible by humans or animals, and a number of sections that are colored to be readily discernible to humans, but that are perceived to generally blend into the natural environment by animals. Thus, the garment is capable of effectively concealing the hunter from animals while including sufficient conspicuous color to easily be seen by humans.

[0008] According to another aspect of the present disclosure, the sections on the exterior surface of the garment are formed to break-up or conceal the profile of the hunter from animals. The shape of the individual sections is selected to be sufficiently similar to the shape of various items located in the natural environment, such as leaves. This shape for the sections of the exterior surface effectively render the sections, and thus the garment/hunter part of the environment in which the hunter wearing the garment is located, such that the hunter wearing the garment is perceived as a part of the natural environment by the animal.

[0009] Numerous other aspects, features and advantages of the present invention will be made apparent from the following detailed description taken together with the drawing figures.

BRIEF DESCRIPTION OF THE DRAWINGS

[0010] The drawing figures illustrate the best mode currently contemplated of practicing the present invention.

[0011] FIG. 1 is a front view of a first embodiment of a garment constructed according to the principles of the present disclosure;

[0012] FIG. 2 is a front view of a second embodiment of a garment constructed according to the principles of the present disclosure;

[0013] FIG. 3 is an enlarged view of a portion of an exterior surface of the garment shown in FIG. 1, with portions removed for clarity;

[0014] FIG. 4 is an enlarged view of a cuff portion of the garment shown in FIG. 1, with portions removed for clarity;

[0015] FIG. 5 is an enlarged view of a pocket portion of the garment shown in FIG. 1, with portions removed for clarity;

[0016] FIG. 6 is an enlarged view of a first closure portion of the garment shown in FIG. 1, with portions removed for clarity; and

[0017] FIG. 7 is an enlarged view of a second closure portion of the garment shown in FIG. 2, with portions removed for clarity.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0018] With reference now to the drawing figures in which like references numerals designate like parts throughout the
A first embodiment of a garment according to the present disclosure is shown generally at 10. The term “garment” is herein used to refer to any article of clothing (e.g., hat, gloves, pants, jacket, shirt, poncho, etc.) that can be worn by a hunter. In the depicted embodiment, the garment is a jacket 10 with a body 11 having an inner or interior surface 102 and an outer or exterior surface 100, sleeves 12, 13, and a hood 14. It should be appreciated that the term “jacket” is used herein to refer to any garment that is configured to cover at least a portion of a person’s torso. In the depicted embodiment the jacket 10 includes two pockets 15, 16, a zipper 17, extremity closures 18, and a hood 19. In the depicted embodiment the pockets 15, 16, zipper 17, extremity closures 18, and drawstring 19 are partially hidden by the outer surface of the jacket 10. In some embodiments the pockets are closed by snap fasteners (see FIG. 5), and in other embodiments the pockets can be closed with a hook and loop system (not shown). It should be appreciated that many other garment configurations are also possible concerning the number and placement of pockets 15, 16 and the types of closures 18 used for the pockets 15, 16 or for the garment 10.

In the depicted embodiment, the outer surface 100 of the jacket 10 is configured to obscure the hunter’s silhouette. In other words, the outer surface 100 is configured so that the outline of the garment 10 appears less like the human form and more a part of the environment in which the hunter is placed. In the depicted embodiment, the outer surface 100 is textured as opposed to smooth. The textured outer surface 100 is also referred to herein as a three dimensional outer surface 100 (i.e., an outer surface with visually perceptible depth). It should be appreciated that in some embodiments the entire outer surface 100 of the garment can be three dimensional, whereas in other embodiments only a portion or portions of the outer surface are three dimensional.

The jacket 10 of the depicted embodiment includes more than one shade of color. In the depicted embodiment the fabric that provides the three dimensional texture to the outer surface 100 includes preferably more than one shade of orange or other colors that are not easily perceived by animals but that readily stand out to humans, e.g., those at the higher wavelength end of the visible light spectrum. The various shades of the color used to form some or all of the outer surface 100 mimic differences in the shades of natural foliage. In particular, to animals that cannot easily distinguish colors of these types, the shades of an unnatural color (e.g., blaze orange) do not have an appearance that is substantially different than the appearance of shades of a natural color (e.g., green).

Although in the depicted embodiment the garment 10 is not completely orange, it should be appreciated that alternative embodiments of the garment 10 can include any number of different colors and shades of color. It should also be appreciated that in alternative embodiments, the garments can include a single color or multiple different colors. In the embodiments where the garment 10 has an outer surface 100 formed of multiple colors, the colors can be selected from natural colors and some color can be selected from conspicuous colors. The term “natural colors” is herein used to refer to colors that are typical in the hunting environment (e.g., browns, greens), and the term “conspicuous colors” is used to refer to colors found at the higher wavelength end of the visible light spectrum, and preferably from about 600 nm to about 700 nm, that are not highly visible to animals in their natural environment but are very visible to humans in that environment. In some embodiments the color of the garment is a combination of colors that both conform to and stand out from the environment, for example, orange and green or, bright red and brown.

Referring to FIG. 2, the garment can also be formed as a pair of pants 30. In the depicted embodiment the pants 30 are baggy and can be worn over other clothing. In the depicted embodiment the pants 30 include a waistband 32 with a draw string, extremity closures 34, and pockets 35, 36. In the depicted embodiment the waistband 32 is covered by the jacket 10, and the extremity closures 34 are covered by overlapping portions of the cuffs on the pants 30. The pockets 35, 36 are openings that allow access to the clothing worn underneath the pants 30.

In some embodiments, the pants 30 are water resistant as is known and can be worn in place of rain pants. In alternative embodiments, the pants 30 are porous as is known and allow air to flow therethrough so that they are not overly warm in warmer hunting environments. In other embodiments, the pants 30 are insulated in a known manner to provide additional warmth in colder hunting environments.

Referring to FIG. 3, the material on the outer surface 100 of the garment 10 that provides the garment a three dimensional outer surface 100 is shown in greater detail. In the depicted embodiment, the garment 10 is covered with fabric 38 that extends from jacket 10 or pants 30 in an overlapping arrangement. The pieces of fabric 38 are shown to include a jagged edge profile 39 similar to the profile of natural foliage (e.g., tree leaves). It should be appreciated that the term “fabric” refers to cloth or any other material that can be configured and arranged to provide a three dimensional outer surface on the garment (e.g., burlap, cotton, plastic, nylon, polyester, etc.).

In the depicted embodiment, the fabric 38 includes three layers. The first layer is a base layer 40 that supports the second 42 and third 44 layers, and optionally can be used to form the body 11 of the garment 10 as well. In the depicted embodiment, the sizes of the shapes 43 (also referred to herein as leaves) on the second layer 42 are slightly larger than the sizes of the leaves 45 on the third layer 44. The leaves 43, 45 on the second and third layers 42, 44 share similar jagged edge profiles 39, but can be formed to have different edge profiles as well. In the depicted embodiment, the shade or color of the leaves 45 on the third layer 44 is slightly lighter than the shade of the leaves 43 on the second layer 42. This artificially creates the illusion of shadowing and depth of field. In particular, when any two objects of even the same color in nature are stacked or layered, the outer layer is going to appear brighter and/or more shiny than the bottom layer. The bottom layer will appear darker and less vibrant because of not receiving the direct sunlight or ambient light that the outer layer receives, but also simply from the shadowing caused by the layer above it. When you look at leaves on a tree, the outer layer is brighter and shines more than the leaves behind. It is not necessarily because the deeper leaves are darker, it is just that the sunlight and shadows make them appear darker. In that way of perceiving the color, one can tell which items are the outer layer and which leaves are inner layers. The mind interprets those perceptions as three dimensional inputs that create depth of field.

By using color alone, as in the case of the silhouette distorting hunting garment 10, the illusion of thickness, three dimensionality, and depth of field is created by utilizing artificial shadowing through darker coloring for the leaves 43 on
the second layer 42 coloring and optionally additionally adding greys and blacks in any configuration or amount to the leaves 43. In the depicted embodiments for the garments 10, the leaves 43 on the second layer 42 can also include a small amount of black to grey highlights to enhance this effect. The greys and blacks can also be added in some fashion to the leaves 45, and/or the base layer 40, if desired. It should be appreciated that in alternative embodiments the three dimensional characteristic can be accomplished with more or fewer layers, and that the leaves therein can vary in shapes, sizes, and colors.

[0027] With the combination of colors and shapes, the garment 10 and the pants 30 are able to provide a camouflage to an individual that effectively renders the individual hard to discern by an animal being hunted, but readily discernible by a human. More specifically, the shapes of the various or color leaves 43, 45 on the fabric 38 secured to or forming the outer surface 100 are similar enough to that of a natural environment for the animal to prevent any silhouette of the individual wearing the garment 10 from appearing out of place in that environment to the animal. In addition, the color scheme of the leaves 43, 45 and base layer 40 is made at least partially of conspicuous colors at the high end of the visible spectrum, optionally in conjunction with other colors naturally found in the environment for the animal. By using these conspicuous colors, the garment 10 is readily visible to humans based on the brightness of the colors. However, due to the low sensitivity of the animals to these colors, the garments 10 and pants 30 formed with these colors do not stand out to animals as to the human eye. As a result, the garment 10 and/or pants 30 effectively conceal the shape of the individual from the animal, while also making the individual less visible to the animal, but easily visible to humans due to the color selections for the garment.

[0028] Referring now to FIG. 4, the extremity closures are shown in greater detail. The extremity closures 18, 34 in the depicted embodiment are similar. In the depicted embodiment the extremity closures include an elastic band 38 that helps keep the garment in place. The extremity closures also prevent insects from accessing the garment via the extremities.

[0029] Referring to FIG. 5, the pockets are shown in greater detail. In the depicted embodiment the pockets 15, 16, 35, 31 can have a similar construction. The pockets can include a hook and loop closure system or a snap (or both). In some embodiments, the pockets are used to allow access to other pockets in clothing worn under the garment. On other embodiments the pockets in the garments are pockets that can be used to hold contents therein.

[0030] Referring to FIG. 6, the hood and zipper arrangement of the garment is shown in greater detail. The hood 14, zipper 17, hood drawstring 19 are shown with the three dimensional surface feature removed for clarity. In the depicted embodiment the fabric hides some of these features to facilitate concealment of the hunter.

[0031] Referring to FIG. 7, waistband 32 of the garment is shown in greater detail. In the depicted embodiment the fabric on the jacket 10 hides some of these features to facilitate concealment of the hunter.

[0032] In addition, in order to reduce the likelihood of visual detection by an animal that has increased visual acuity in the lower ranges of the visible spectrum, the fabric used to form the various layers 40, 42 and 44 of the garment 10 should be formed without any UV enhancing or brightening compositions. The use of such compositions, while only seemingly causing the colors of the various fabric layers 40, 42 and 44 to be brighter to the human eye, causes the fabric to have a much more significant appearance in the UV spectrum, regardless of the actual color of the fabric. This, in turn, makes the fabric much more visible to the animal, essentially causing the fabric, and thus the hunter, to glow in the UV spectrum, which makes the hunter easily apparent to the animal. Therefore, by minimizing the effects of, removing, or otherwise not treating the garments 10 with any UV brighteners or similar materials, the advantages gained by the selection of the colors for the various fabric layers 40, 42 and 44 and their orientation on the garment 10 can be maintained.

[0033] The above specification, examples and data provide a complete description of the manufacture and use of the composition of the invention. Since many embodiments of the invention can be made without departing from the spirit and scope of the invention, the invention resides in the claims hereinafter appended.

What is claimed is:
1. A garment for hunting comprising:
a body adapted to be worn by an individual, the body including an interior surface and an exterior surface;
wherein the exterior surface is formed at least partially of a base layer and at least one additional layer secured to the base layer, the at least one additional layer formed from a number of sections shaped and arranged to obscure a silhouette of a person wearing the garment and at least partially overlapping the base layer to form a three-dimensional exterior surface;
and wherein at least a portion of the sections on the at least one additional layer are formed with a color having a wavelength of between about 590 nm to about 700 nm.
2. The garment of claim 1 wherein the exterior surface includes a first layer secured to the base layer, the first layer formed from a number of first sections shaped and arranged to obscure a silhouette of a person wearing the garment and at least partially overlapping the base layer, and a second layer secured to the base layer or the first layer and formed from a number of second sections shaped and arranged to obscure a silhouette of a person wearing the garment and at least partially overlapping the first layer to form a three-dimensional exterior surface.
3. The garment of claim 2 wherein the first sections on the first layer have a color different from the second sections on the second layer.
4. The garment of claim 3, wherein first and second sections on the first layer and second layer have different colors.
5. The garment of claim 2 wherein one of the first sections or the second sections are at least partially formed with a color having a wavelength of between about 590 nm to about 700 nm.
6. The garment of claim 2 wherein both the first sections and the second sections are at least partially formed with a color having a wavelength of between about 590 nm to about 700 nm.
7. The garment of claim 1, wherein the sections on the at least one additional layer are formed with an irregular edge.
8. The garment of claim 1, wherein the sections on the at least one additional layer have a repeating and jagged exterior edge.
9. The garment of claim 8 wherein the irregular edge is formed to have a perimeter similar to a leaf.
10. The garment of claim 1, wherein at least a portion of the sections on the at least one additional layer are orange.

11. The garment of claim 1, wherein at least a portion of the sections on the at least one additional layer are red.

12. The garment of claim 1, wherein the different sections of the at least one additional layer are formed with different shades of the color.

13. A method of concealing oneself from animals while identifying oneself to humans while hunting, the method comprising the step of wearing a garment that has a body adapted to be worn by an individual, the body including an interior surface and an exterior surface, wherein the exterior surface is formed at least partially of a base layer and at least one additional layer secured to the base layer, the at least one additional layer formed from a number of sections shaped and arranged to obscure a silhouette of a person wearing the garment and at least partially overlapping the base layer to form a three-dimensional exterior surface, and wherein at least a portion of the sections on the at least one additional layer are formed with a color having a wavelength of between about 590 nm to about 700 nm.

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