Dec. 27, 1960 D. S. ANDERSON 2,966,005

SIMULATED EYES FOR TOYS

Filed March 2, 1959

FIG. 1

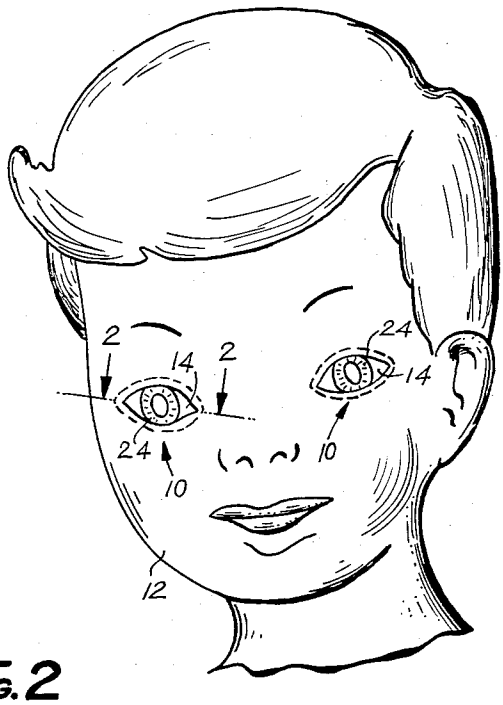


FIG. 2

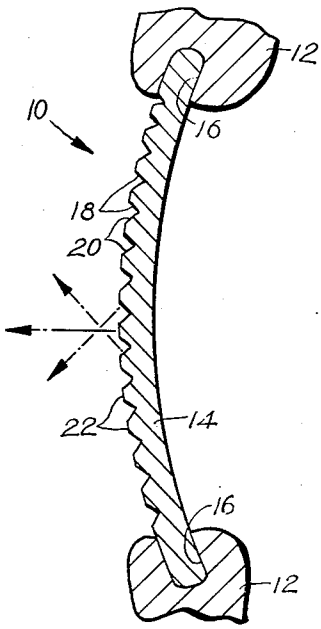
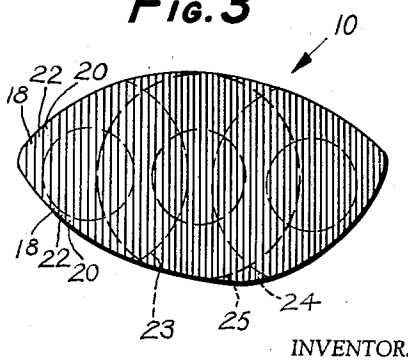


FIG. 3



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SIMULATED EYES FOR TOYS

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2 Claims. (Cl. 46—165)

This invention relates to toys and more particularly to simulated eyes therefor.

It is an object of the present invention to provide a simulated eye construction for various types of stuffed toys, dolls, and the like, that will produce an illusion of animation.

Another object of the present invention is to provide simulated eyes for various types of toys which will appear to stare at the observer in any position of observation.

Other objects of the invention are to provide simulated eyes for toys bearing the above objects in mind which is of simple construction, has a minimum number of parts, is inexpensive to manufacture and efficient in operation.

For other objects and for a better understanding of the invention, reference may be had to the following detailed description taken in conjunction with the accompanying drawing, in which:

Figure 1 is a front elevational view of a doll embodying simulated eyes made in accordance with the present invention;

Figure 2 is an enlarged fragmentary cross sectional view taken along line 2—2 of Figure 1; and

Figure 3 is an enlarged front plan view of one of the eyes shown in Figure 1 showing the details of construction thereof.

Referring now more in detail to the drawing, a pair of simulated eyes **10** made in accordance with the present invention are shown in assembled relationship within eye sockets **16** of a doll face **12**. Each such simulated eye includes a plate **14** which has an outwardly convex surface of compound curvature which is scored with a plurality of laterally spaced apart parallel grooves, each such groove defining a pair of substantially perpendicularly related surfaces **18**, **20**, and each such groove is separated by a flat surface **22**, thus defining three angularly related sets of surfaces **18**, **20**, **22**.

Three simulated pupils **23**, **24**, **25** are imprinted upon the plate **14**, one upon each set of surfaces **18**, **20**, **22**, respectively, at laterally spaced apart portions of the plate **14**. The simulated pupil **23** imprinted upon the first set of surfaces **18** is adjacent to one corner of the oval plate **14**, the second simulated pupil **24** is imprinted upon the second set of surfaces **20**, adjacent the opposite corner of the oval plate, and the third simulated pupil **25** is imprinted upon the third set of surfaces **22** adjacent to the center of the oval plate **14**.

It will thus be recognized that an observer will view at least one of the simulated pupils **23**, **24**, **25** regardless of the position in which the doll face is being observed, so that such observed pupil will appear to be staring directly at the observer in any position. As the eyes of the observer move laterally past the face of the doll, the simulated pupils **23**, **24**, **25** imprinted upon the various surfaces of the plate **14** will appear to be shifting from one corner of the eye socket to the other, thus producing an animated effect of extremely realistic and authentic appearance.

While various changes may be made in the detail construction, it shall be understood that such changes shall be within the spirit and scope of the present invention as defined by the appended claims. It is understood that the plate **14** may include the usual clear substance to protect the surfaces of the curvatures or grooves, the substance being in common use on commercial dolls, animals and the like.

What I claim as new and desire to protect by Letters Patent of the United States is:

1. An ocular plate of a form simulating an eye for a toy head comprising, in combination, an ocular plate, a toy head, said toy head having means for supporting said plate in a stationary position relative to the toy, the outer surface of said plate scored with a plurality of laterally spaced apart vertical grooves, said grooves being of generally V-shaped cross section defining a pair of angularly related plane surfaces, a substantially flat surface angularly related to said pair of plane surfaces intermediate each adjacent pair of said grooves defining a third set of plane surfaces, three outlines of a pupil being imprinted upon said plate in multiple spaced apart relationship, said three outlines of said pupil being identical, one of said pupil outlines being centrally disposed upon said plate and imprinted upon said third set of plane surfaces, and the remaining two outlines of said pupil outlines being imprinted upon each of the first two sets of plane surfaces at opposite longitudinal extremities of said plate, whereby only one pupil of each plate is observable when viewed at an angle, thereby giving the effect of the eye following the observer.

2. An ocular plate of a form simulating an eye for a doll's head comprising, in combination, an ocular plate, a doll's head having a pair of eye sockets laterally spaced apart from each other, said plate rigidly mounted in each of said eye sockets, said plate having an outwardly convex surface of compound curvature which is scored with a plurality of laterally spaced apart parallel grooves, each of said grooves being of generally V-shaped cross section defining a pair of perpendicular angularly related plane surfaces, a substantially flat surface angularly related to said pair of plane surfaces intermediate each adjacent pair of said grooves defining a third set of plane surfaces, an outline of a pupil imprinted upon each set of said plane surfaces, said three outlines of the pupil being identical and imprinted upon each of said plates in multiple spaced apart relationship, one of said pupil outlines being centrally disposed upon said plate and imprinted upon said third set of plane surfaces, and the remaining two pupil outlines of said plate being imprinted upon each of the first two sets of plane surfaces at opposite longitudinal extremities of said plate, whereby only one pupil of each plate is observable when viewed at an angle, thereby giving the effect of the eye following the observer.

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