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(54) Title: ELECTRONIC HEAD-GEAR AND CLOTHING

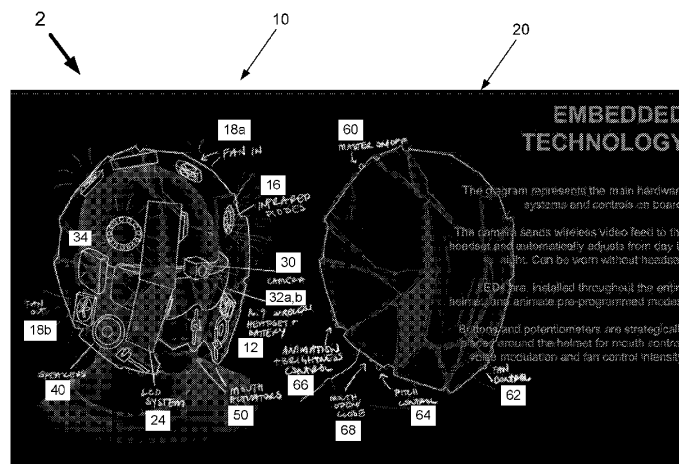


FIG. 2

(57) Abstract: A graphic identity clothing systems, including a fully electronic mask, helmet, or other form of head-gear and corresponding, coordinated electronic clothing. The mask partially or entirely encloses or encompasses the head (with an opening for the neck). While the mask or helmet may be worn and used by itself, it also may be incorporated with electronic or electronically-enhanced clothing, costumes, apparel, and/or accessories. The graphic or digital appearance of the various items may be coordinated in various pre-set configurations or "skins," which can be changed on the fly by a mobile device application. A user can use an application to create and develop skins as NFT digital assets, which can be used, displayed, traded, bought, and sold. Users may display the NFTs they own or license on their own person by projecting the NFTs on their digital clothing.

[Continued on next page]

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