



US00D893550S

(12) **United States Design Patent** (10) **Patent No.:** **US D893,550 S**  
**Dedonato et al.** (45) **Date of Patent:** **\*\* Aug. 18, 2020**

(54) **DISPLAY PANEL OR PORTION THEREOF WITH A TRANSITIONAL MIXED REALITY GRAPHICAL USER INTERFACE**

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(\*\*) Term: **15 Years**

(21) Appl. No.: **29/723,230**

(22) Filed: **Feb. 5, 2020**

**Related U.S. Application Data**

(62) Division of application No. 29/640,711, filed on Mar. 16, 2018, now Pat. No. Des. 878,420.

(51) **LOC (12) Cl.** ..... **14-04**

(52) **U.S. Cl.**  
USPC ..... **D14/495**

(58) **Field of Classification Search**  
USPC ..... D14/485–495  
CPC .... G06F 3/048; G06F 3/0481; G06F 3/04812; G06F 3/04817; G06F 3/0482; G06F 3/0483; G06F 3/0484; G06F 3/04847; G06F

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(57) **CLAIM**

The ornamental design for a display panel or portion thereof with a transitional mixed reality graphical user interface, as shown and described.

**DESCRIPTION**

FIG. 1 is a front view of a display panel or portion thereof with a transitional mixed reality graphical user interface showing a first image in a sequence of our design;

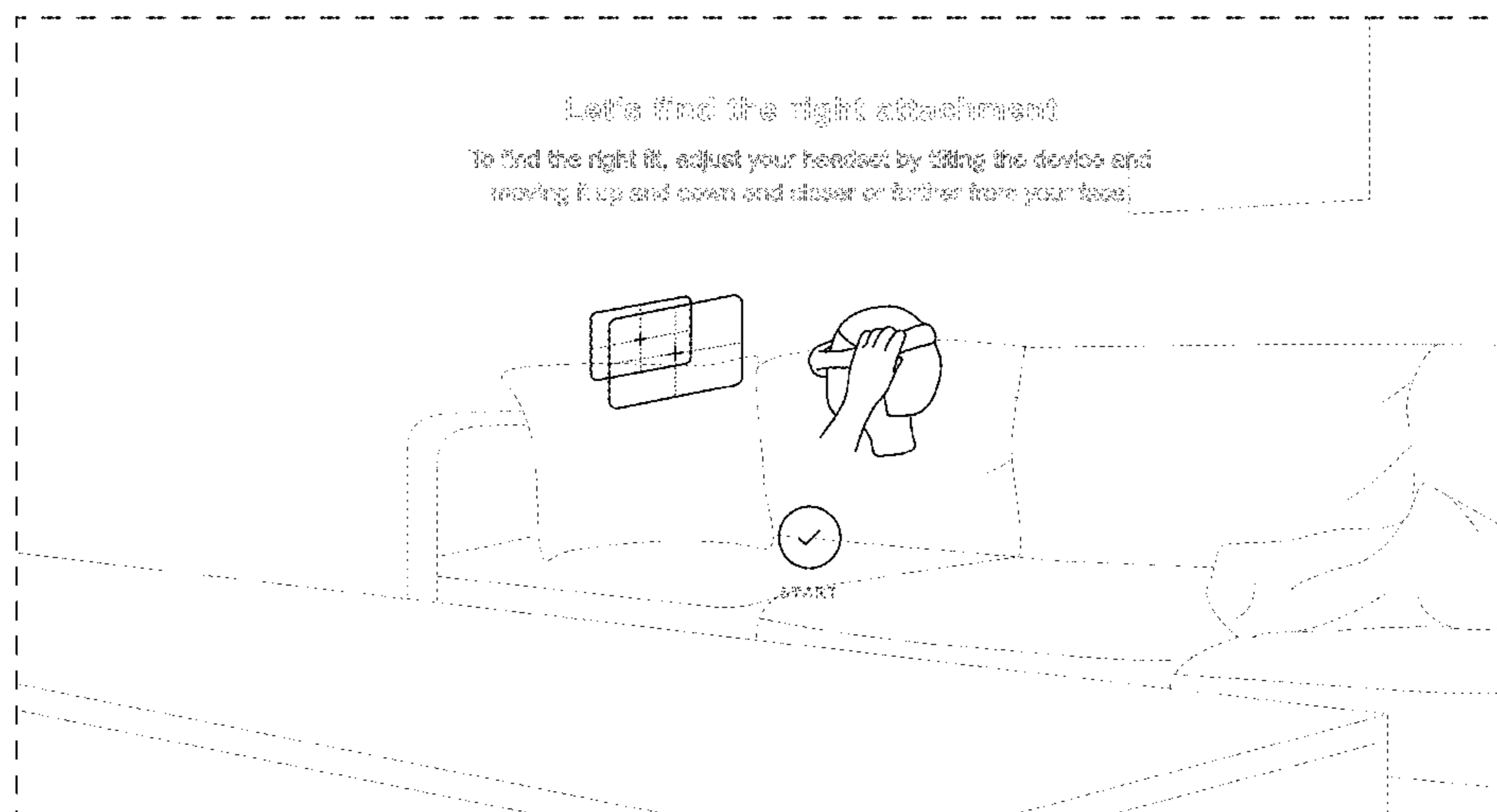
FIG. 2 is a front view of a display panel or portion thereof with a transitional mixed reality graphical user interface showing a second image in the sequence thereof; and,

FIG. 3 is a front view of a display panel or portion thereof with a transitional mixed reality graphical user interface showing a third image in the sequence thereof.

The appearance of the image sequentially transitions between the images shown in FIGS. 1 through 3. The process or period in which one image transitions into another forms no part of the claimed design.

The outermost broken line rectangle illustrates a display panel or portion thereof that forms no part of the claimed design. The remaining broken lines illustrate portions of a graphical user interface or a mixed reality environment, and form no part of the claimed design.

**1 Claim, 3 Drawing Sheets**



(58) **Field of Classification Search**

CPC ..... 3/0485; G06F 3/04855; G06F 3/04886;  
 G06Q 30/00; H03J 1/00; H03J 1/0008;  
 H03J 1/0016; H03J 1/0025; H04N 5/00;  
 H04N 5/08; H04N 5/14; H04N 5/222;  
 H04N 5/225; H04N 5/232; H04N 5/445;  
 H04N 5/44543; H04N 5/45; H04N  
 2005/44517; H04N 2005/44521; H04N  
 2005/44526; H04N 2005/4453; H04N  
 2005/44534; H04N 2005/44539; H04N  
 2005/44547; H04N 2005/44556; H04N  
 2005/4456; H04N 2005/44565; H04N  
 2005/44569; H04N 2005/44573; H04N  
 21/00; H04N 21/234; H04N 21/431;  
 H04N 21/4312; H04N 21/4314; H04N  
 21/4316

See application file for complete search history.

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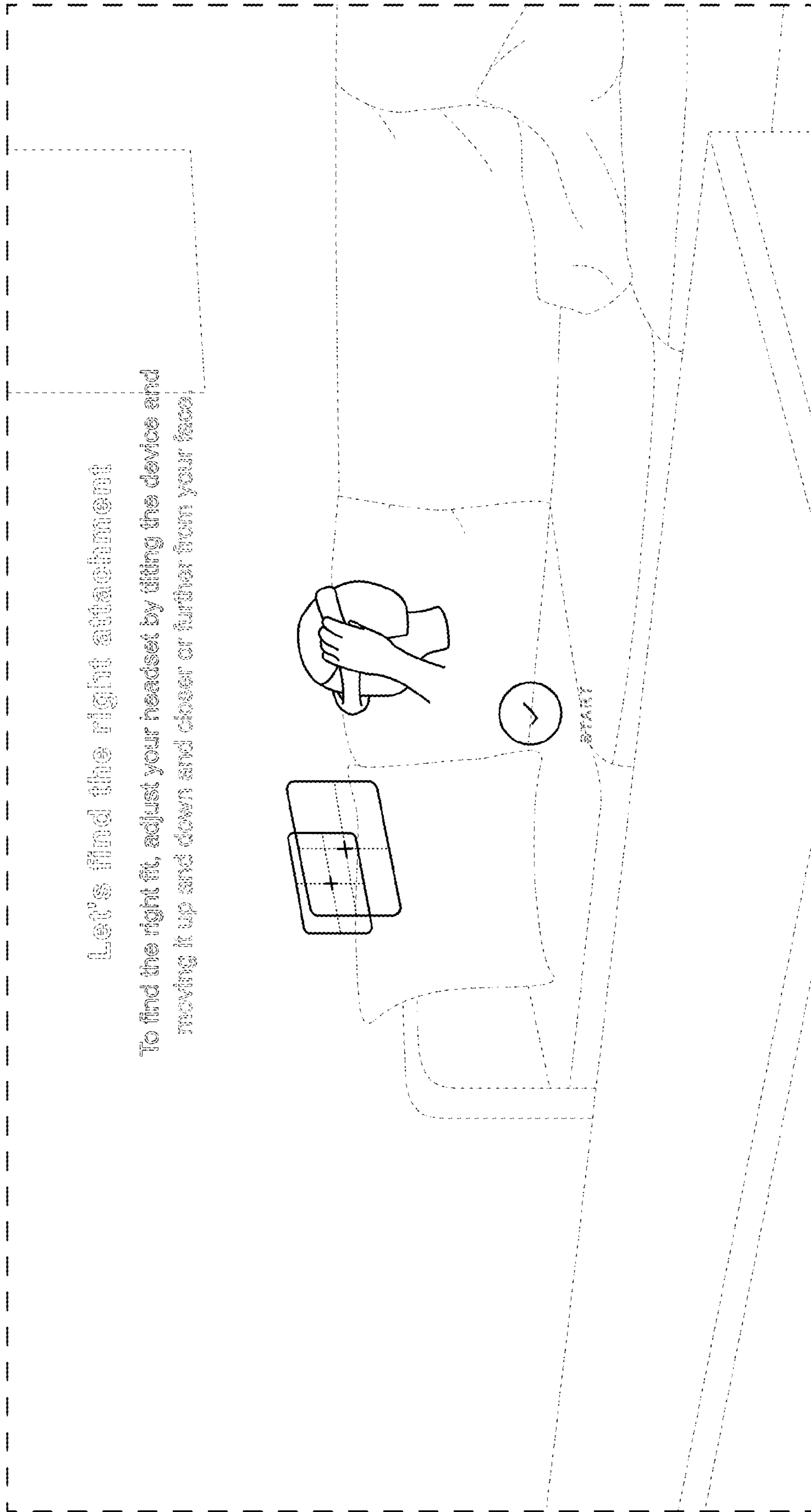


FIG. 1

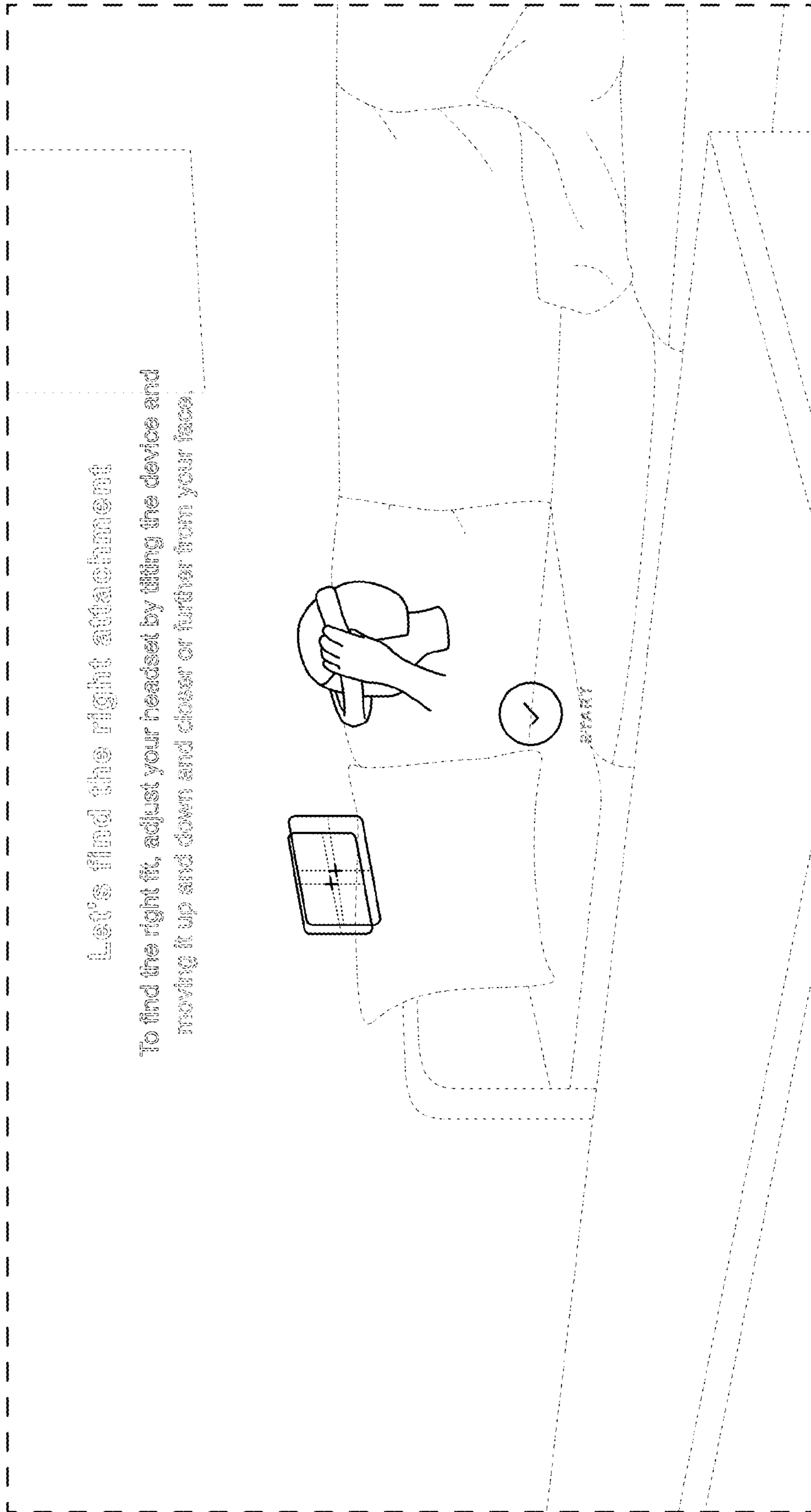
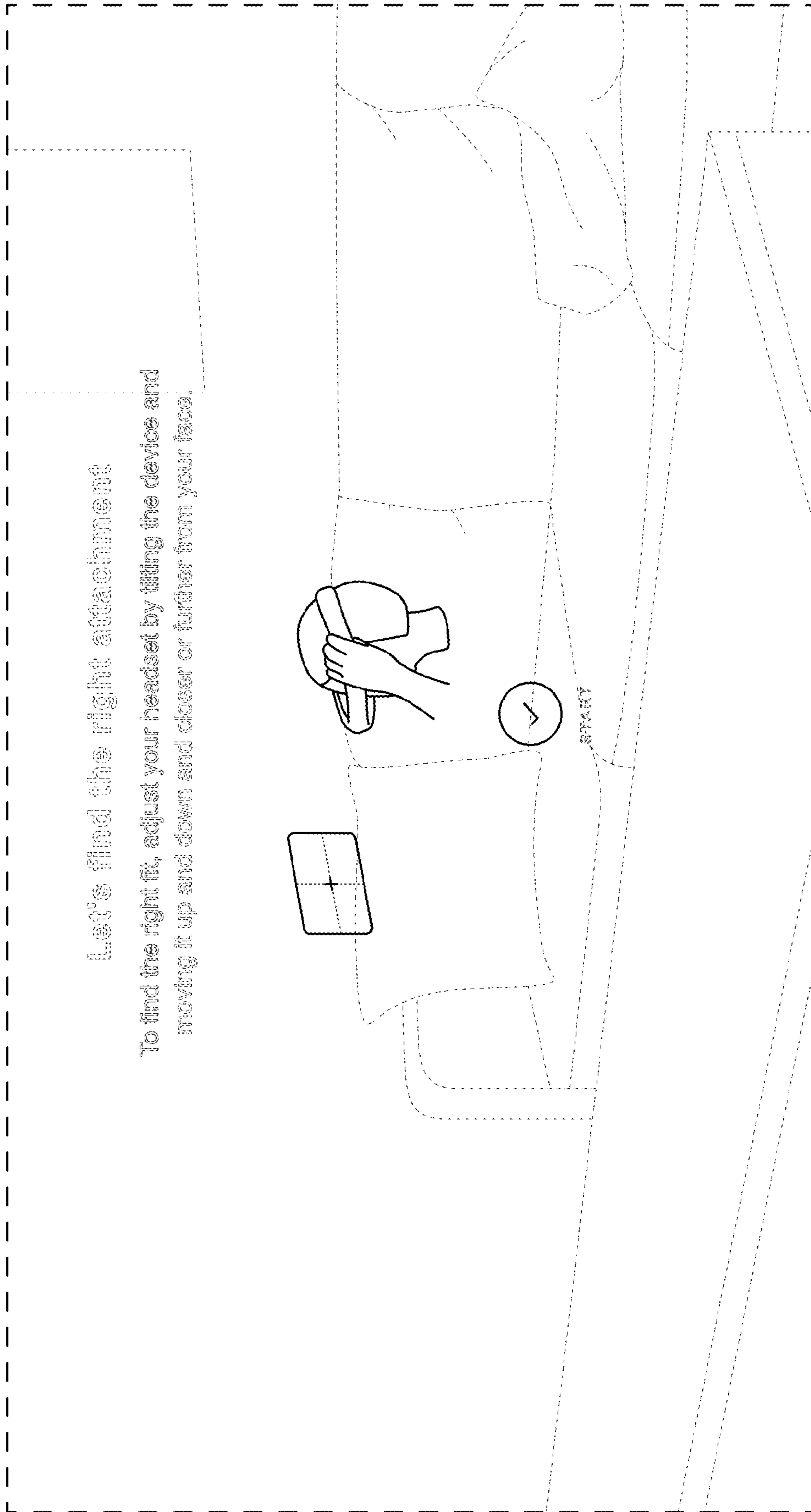


FIG. 2



Let's find the right attachment

To find the right fit, adjust your headset by tilting the device and moving it up and down and closer or further from your face.

FIG. 3