

CLAIMS

1. An object search system comprising:

a radar device which detects position information about an object;
a scope to be worn by a user, and including a display which shows an augmented reality space on a real space, and
a transmitter which transmits the position information about the object to the scope, wherein
the scope includes
a wireless receiver which receives the position information about the object transmitted from the transmitter,
a position sensor which detects position information about the scope, and
a controller which controls the display to show a position of the object on the display based on the position information about the object and the position information about the scope and to show a ripple including one or more circles that encircle the position of the object on the display, with a number of the one or more circles of the ripple corresponding to a distance from the scope to the position of the object, and the controller sets the number of the one or more circles of the ripple based on the distance from the scope to the position of the object such that the number of the one or more circles is increased as the scope gets closer to the object, and
wherein the controller controls the display to show a straight line indicating the position of the object such that the straight line extends from an upper side of a field of view of the display to the position of the object shown on the display.

2. The object search system according to claim 1, wherein the controller controls the display to show an arrow indicating a direction toward the position of the object.

3. The object search system according to claim 1, further comprising

a camera which captures an image of the object; wherein the scope receives the image of the object, and
the controller controls the the display to show the image on the display.

4. A scope to be worn by a user, and including a display which shows an augmented reality space on a real space, comprising:

a wireless receiver which acquires position information about an object to be

searched for;

a position sensor which detects position information about the scope; and

a controller which controls the display to show a position of the object on the display based on the position information about the object and the position information about the scope and to show a ripple including one or more circles that encircle the position of the object on the display, with a number of the one or more circles of the ripple corresponding to a distance from the scope to the position of the object, and the controller sets the number of the one or more circles of the ripple based on the distance from the scope to the position of the object such that the number of the one or more circles is increased as the scope gets closer to the object;

wherein the controller controls the display to show a straight line indicating the position of the object such that the straight line extends from an upper side of a field of view of the display to the position of the object shown on the display.

5. The scope according to claim 4, wherein the controller controls the display to show an arrow indicating a direction toward the position of the object.

6. An object search method comprising:

acquiring position information about an object;

detecting position information about a scope worn by a user that includes a display which shows an augmented reality space on a real space; and

displaying a position of the object on the display based on the position information about the object and the position information about the scope, the position of the object shown on the display in the augmented reality space being based on the position information about the object and the position information about the scope;

displaying a ripple including one or more circles that encircle the position of the object on the display, with a number of the one or more circles of the ripple corresponding to a distance from the scope to the position of the object, and

setting the number of the one or more circles of the ripple displayed at the position of the object on the display based on the distance from the scope to the position to the position of the object such that the number of the one or more circles is increased as the scope becomes closer to the object; and

displaying a straight line indicating the position of the object on the display such that the straight line extends from an upper side of a field of view of the display to the position of the object shown on the display.