

# **3D Camera Market Type (Target Camera, Free Camera), Technology (Time of flight, Stereo vision, Structured light) and Application (Professional Cameras, Smartphone, Tablets, Computer, Notebook PC - Global Opportunity Analysis and Industry Forecast, 2013 - 2020**

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## **Abstracts**

3D camera captures three-dimensional images which enhances the quality of visuals. Nowadays, the adoption of 3D camera is increasing among world populace due to the demand by the photographers. Growing demand of 3D content from entertainment industry and enhancement in 3D scanning technology are fueling the market growth. Key camera developers are developing innovative types of cameras, which are enhanced by recently emerging 3D technology. However, the high price and lack of awareness are the major challenges for the market. It is expected that, rise in home automation and virtual reality applications would provide the opportunities to the market. In addition, the automated operations in industries are increasing that would provide the opportunities to the 3D camera market.

Numerous companies are identifying 3D imaging technology as a measure to innovate their product offerings in digital camera market. Sony introduced the double full HD 3D handycam HDR-TD10 based on, BIONZ image processors, which captures HD 3D images. The leading electronics manufacturers such as Intel and Dell are also embedding the 3D cameras in their products such as tablets and laptops. The market is segmented on the basis of types, technologies, application and geography. The type segment includes target camera and free camera. The adoption of free target cameras would witness increased adoption in the future, especially due to adoption in applications such as smartphones, tablets and computers. The technology segment includes time of flight, stereo vision and structured light. The camera manufacturers

extensively use stereo vision technology due to simplicity in implementation as compared to other technologies. The application segment consist of professional cameras, smartphone, tablets, computer, notebook PC and others. In order to gain diverse insights across world, the market is analyzed as per different geographies such as North America, Europe, Asia-Pacific and LAMEA.

Key players in the market include Nikon, Go Pro, Sony Corp., Canon, Panasonic Corp., LG Electronics Inc., Samsung Electronics Corp., Fujifilm Corp., Kodak and Faro Technologies.

## **KEY BENEFITS**

The study provides an in-depth analysis of the 3D camera market with current and future trends to elucidate the imminent investment pockets in the market

Current and future trends are outlined to determine the overall attractiveness and to single out profitable trends to gain a stronger foothold in the market

The report provides information regarding key drivers, restraints and opportunities with impact analysis

Quantitative analysis of the current market and estimations through 2013-2020 are provided to highlight the financial caliber of the market

Porters Five Forces model and SWOT analysis of the industry illustrates the potency of the buyers & suppliers participating in the market

Value chain analysis in the report provides a clear understanding of the roles of stakeholders involved in the value chain

## **MARKET SEGMENTATION**

The market is segmented on the basis of type, technology, application and geography.  
**MARKET BY TYPE**

Target Camera

Free Camera

## MARKET BY TECHNOLOGY

Time of flight

Stereo vision

Structured light

## MARKET BY APPLICATION

Professional Cameras

Smartphone

Tablets

Computer

Notebook PC

Others

## MARKET BY GEOGRAPHY

North America

Europe

Asia Pacific

LAMEA

## KEY PLAYERS

Nikon

Go Pro

Sony Corp.

Canon

Panasonic Corp.

LG Electronics Inc.

Samsung Electronics Corp.

Fujifilm Corp.

Kodak

Faro Technologies

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