

3D Camera Market by Type (Target Camera and Target-Free Camera), Technology (Time-of-Flight, Stereo Vision and Structured Light) and Application (Professional Cameras, Smartphone, Tablets, Computer and Others) - Global Opportunity Analysis and Industry Forecast, 2014 - 2020

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Abstracts

3D camera captures three-dimensional images, accentuating the overall quality of visuals. Nowadays, the adoption of 3D camera is increasing among world populace owing to rising demand generated by the photographers. Growing demand of 3D content from entertainment industry and enhancement in 3D scanning technology are some important factors driving the market growth. Key camera manufacturers are developing innovative cameras, most of them imbibing the emerging 3D technology. However, high price and lack of awareness are the major challenges for the market growth. Increased adoption of home automation and virtual reality applications would provide lucrative growth opportunities to the 3D camera market. In addition, increasing automated operations in industries would provide notable growth opportunities in the 3D camera market.

Numerous companies are identifying 3D imaging technology as a primary yardstick to innovate their product offerings in digital camera market. In 2014, Sony introduced the double full HD 3D handycam HDR-TD10 based on BIONZ image processors, which effectively captures HD 3D images. Leading electronics manufacturers such as Intel and Dell are also embedding 3D cameras in their products such as tablets and laptops. The market for 3D cameras is segmented on the basis of type, technology, application and geography. Based on the type, the 3D camera market is segmented into target camera and target-free camera. Target-free camera dominates the overall 3D camera market owing to its increasing adoption in applications such as smartphones and

tablets.

Based on technology, the market is segmented into time of flight, stereo vision and structured light. Stereo vision is the largest revenue-generating technology segment in 3D camera market, as it is extensively used by camera manufacturers owing to its simplicity in implementation as compared to other technologies.

The application segment consists of professional cameras, smartphone, tablets, computers and others. Professional cameras would be the largest revenue contributor, throughout the analysis period owing to its capabilities in recording real life scenarios in the media, entertainment and gaming business. The market is segmented into North America, Europe, Asia-Pacific and LAMEA. Asia-Pacific would be the most lucrative market for 3D camera throughout the analysis period.

Key players, in the market include Nikon Corporation, Go Pro Inc., Sony Corporation, Canon Inc., Panasonic Corporation, LG Electronics Inc., Samsung Electronics Co. Ltd., Fujifilm Holdings Corporation, Eastman Kodak Company and Faro Technologies Inc.

POTENTIAL BENEFITS FOR STAKEHOLDERS:

Comprehensive analysis of current and future trends in the global 3D camera market is outlined in the report

The report provides an in-depth analysis of 3D camera market to identify lucrative investment pockets in the market

The report identifies key drivers, opportunities and restraints that shape the market and provide an impact analysis of these factors over the forecast period

Porters Five Forces analysis highlights the potency of buyers and suppliers participating in this market. This would offer a competitive advantage to stakeholders to make profit-oriented business decisions and help strengthen their supplier and buyer network

SWOT analysis of key market players highlight the essential strengths and potential opportunities in the market

3D CAMERA MARKET SEGMENTATION:

The market is segmented on the basis of type, technology, application and geography.

3D Camera Market by Type (Target Camera and Target-Free Camera), Technology (Time-of-Flight, Stereo Vision and...

MARKET BY TYPE

Target Camera

Target-Free Camera

MARKET BY TECHNOLOGY

Time -of -Flight

Stereo Vision

Structured Light

MARKET BY APPLICATION

Professional Cameras

Smartphones

Tablets

Computers

Others (iPads, notebook computers, mobile robots, home automation)

MARKET BY GEOGRAPHY

North America

Europe

Asia-Pacific

LAMEA

KEY PLAYERS

Nikon Corporation

Go Pro Inc.

Sony Corporation

Canon Inc.

Panasonic Corporation

LG Electronics Inc.

Samsung Electronics Co. Ltd.

Fujifilm Holdings Corporation

Eastman Kodak Company

Faro Technologies Inc

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