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2D Gesture Recognition Industry Research Report 2023

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Abstracts

According to the type of camera (2D camera, depth camera), it can be divided into two categories: 1) 2D gesture recognition based on 2D camera and 2) 3D gesture recognition based on 3D camera (such as Microsoft Kinnect). Early gesture recognition is based on two-dimensional color image recognition technology. The so-called two-dimensional color image refers to the two-dimensional static image obtained after the scene is shot by the ordinary camera, and then the content in the image is recognized by the computer graphics algorithm. Two-dimensional hand recognition can only identify a few static gestures, and these gestures must be preset in advance. Compared with 2D gesture recognition, 3D gesture recognition adds a Z-axis information, which can recognize various hand shapes, gestures and movements. Three-dimensional gesture recognition is also the main direction of gesture recognition development. However, this kind of gesture recognition, which contains some depth information, needs special hardware to realize. The common ones are sensors and optical cameras. The most important part of gesture recognition includes the tracking of gesture and the subsequent computer data processing. Gesture capture is mainly achieved through optical and sensor two ways. Gesture recognition prediction algorithms, including template matching technology (used in two-dimensional gesture recognition technology), through statistical sample features and deep learning neural network technology.

Highlights

The global 2D Gesture Recognition market is projected to reach US$ million by 2029 from an estimated US$ million in 2023, at a CAGR of % during 2024 and 2029.

In 2019, North America is the main region market with about 47% market share. China

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and Europe are follower.

The main companies are Microchip Technology, Megvii, Microsoft, Baidu, GestureTek, Sensetime, Ultraleap, Zienon, PointGrab, Crunchfish etc. Top 3 companies occupied over 52% market share in 2019. In China region market, Megvii is the largest manufacturer with over 38% market share in 2019.

Report Scope

This report aims to provide a comprehensive presentation of the global market for 2D Gesture Recognition, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding 2D Gesture Recognition.

The 2D Gesture Recognition market size, estimations, and forecasts are provided in terms of and revenue ($ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global 2D Gesture Recognition market comprehensively. Regional market sizes, concerning products by types, by application, and by players, are also provided. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the 2D Gesture Recognition companies, new entrants, and industry chain related companies in this market with information on the revenues for the overall market and the sub-segments across the different segments, by company, product type, application, and regions.

Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to

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the data related to global revenue by companies for the period 2017-2022. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

Microchip Technology

Megvii

Microsoft

Baidu

GestureTek

Sensetime

Ultraleap

Zienon

PointGrab

Crunchfish

Product Type Insights

Global markets are presented by 2D Gesture Recognition type, along with growth forecasts through 2029. Estimates on revenue are based on the price in the supply chain at which the 2D Gesture Recognition are procured by the companies.

This report has studied every segment and provided the market size using historical data. They have also talked about the growth opportunities that the segment may pose in the future. This study bestows revenue data by type, and during the historical period (2018-2023) and forecast period (2024-2029).

2D Gesture Recognition segment by Type

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Static Gesture Recognition

Dynamic Gesture Recognition

Application Insights

This report has provided the market size (revenue data) by application, during the historical period (2018-2023) and forecast period (2024-2029).

This report also outlines the market trends of each segment and consumer behaviors impacting the 2D Gesture Recognition market and what implications these may have on the industry's future. This report can help to understand the relevant market and consumer trends that are driving the 2D Gesture Recognition market.

2D Gesture Recognition Segment by Application

Consumer Electronics

Game

Industrial and Building Automation

Others

Regional Outlook

This section of the report provides key insights regarding various regions and the key players operating in each region. Economic, social, environmental, technological, and political factors have been taken into consideration while assessing the growth of the particular region/country. The readers will also get their hands on the revenue data of each region and country for the period 2018-2029.

The market has been segmented into various major geographies, including North America, Europe, Asia-Pacific, South America, Middle East & Africa. Detailed analysis of major countries such as the USA, Germany, the U.K., Italy, France, China, Japan, South Korea, Southeast Asia, and India will be covered within the regional segment. For market estimates, data are going to be provided for 2022 because of the base year, with

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estimates for 2023 and forecast revenue for 2029.

- North America
  - United States
  - Canada
- Europe
  - Germany
  - France
  - UK
  - Italy
  - Russia
  - Nordic Countries
  - Rest of Europe
- Asia-Pacific
  - China
  - Japan
  - South Korea
  - Southeast Asia
  - India
  - Australia
  - Rest of Asia

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Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

COVID-19 and Russia-Ukraine War Influence Analysis

The readers in the section will understand how the 2D Gesture Recognition market scenario changed across the globe during the pandemic, post-pandemic and Russia-Ukraine War. The study is done keeping in view the changes in aspects such as demand, consumption, transportation, consumer behavior, supply chain management. The industry experts have also highlighted the key factors that will help create opportunities for players and stabilize the overall industry in the years to come.

Reasons to Buy This Report

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This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global 2D Gesture Recognition market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

This report will help stakeholders to understand the global industry status and trends of 2D Gesture Recognition and provides them with information on key market drivers, restraints, challenges, and opportunities.

This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

This report stays updated with novel technology integration, features, and the latest developments in the market

This report helps stakeholders to understand the COVID-19 and Russia-Ukraine War Influence on the 2D Gesture Recognition industry.

This report helps stakeholders to gain insights into which regions to target globally

This report helps stakeholders to gain insights into the end-user perception concerning the adoption of 2D Gesture Recognition.

This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Core Chapters

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long

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term.

Chapter 3: Provides the analysis of various market segments product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4: Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6: Detailed analysis of 2D Gesture Recognition companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 12: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 13: The main points and conclusions of the report.

Frequently Asked Questions

What factors will challenge the Product Name market growth?

Which end-use segment will expand at the fastest CAGR in the Product Name market?

Which are the emerging players in the Product Name market?

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How concentrated is the Product Name market?

Which factors are positively contributing to the Product Name market growth?

Which are the novel product innovations in the Product Name market?

Which product segment will emerge as the most lucrative in the Product Name market?

Which factors are increasing the competition in the Product Name market?

Which are the strategic measures taken by the Product Name industry players?

Which region will witness inactive growth during the forecast period?

What key trends are likely to emerge in the Product Name market in the coming years?

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