

# Global 3D & 4D Technology Market Size, Manufacturers, Growth Analysis Industry Forecast to 2030

<https://marketpublishers.com/r/G4FD3332608BEN.html>

Date: April 2024

Pages: 197

Price: US\$ 4,250.00 (Single User License)

ID: G4FD3332608BEN

## Abstracts

### Summary

3D (three dimensional) technology has emerged as a technology that is being used in animation films, motion pictures, displays, imaging, and other products; which have finally extended to the other functions such as three dimensional modeling, designing, and rapid prototyping. 3D technology provides illusion effects of depth perception; and viewers get to enjoy a different kind of an experience with this technology. There are a number of products and applications of 3D technology such as 3D display, 3D film, 3D camera, 3D animation, and 3D printer, among others. All these applications or products use 3D as their core technology. To generate certain images of 3D, these applications and products use various technologies, and programming and Integrated Circuits (ICs).

3D technology covers a wide range of activities like 3D design, 3D scanning, 3D printing (rapid prototyping/additive manufacturing,) and other related technologies. 3D is a diverse technology, which can be utilized in various fields such as design, entertainment, manufacturing, construction, and medicine, among others.

According to APO Research, The global 3D & 4D Technology market is projected to grow from US\$ million in 2024 to US\$ million by 2030, at a Compound Annual Growth Rate (CAGR) of % during the forecast period.

North American market for 3D & 4D Technology is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

Asia-Pacific market for 3D & 4D Technology is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

The China market for 3D & 4D Technology is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

Europe market for 3D & 4D Technology is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

The major global companies of 3D & 4D Technology include Samsung Electronics, Sony, Dassault Systems, Google Inc, Hexagon, Dreamworks, Autodesk, Stratasy and 3D Systems Corporation, etc. In 2023, the world's top three vendors accounted for approximately % of the revenue.

This report presents an overview of global market for 3D & 4D Technology, revenue and gross margin. Analyses of the global market trends, with historic market revenue for 2019 - 2023, estimates for 2024, and projections of CAGR through 2030.

This report researches the key producers of 3D & 4D Technology, also provides the value of main regions and countries. Of the upcoming market potential for 3D & 4D Technology, and key regions or countries of focus to forecast this market into various segments and sub-segments. Country specific data and market value analysis for the U.S., Canada, Mexico, Brazil, China, Japan, South Korea, Southeast Asia, India, Germany, the U.K., Italy, Middle East, Africa, and Other Countries.

This report focuses on the 3D & 4D Technology revenue, market share and industry ranking of main companies, data from 2019 to 2024. Identification of the major stakeholders in the global 3D & 4D Technology market, and analysis of their competitive landscape and market positioning based on recent developments and segmental revenues. This report will help stakeholders to understand the competitive landscape and gain more insights and position their businesses and market strategies in a better way.

All companies have demonstrated varying levels of sales growth and profitability over the past six years, while some companies have experienced consistent growth, others have shown fluctuations in performance. The overall trend suggests a positive outlook

for the global 3D & 4D Technology company landscape, with companies adapting to market dynamics and maintaining profitability amidst changing conditions.

### 3D & 4D Technology segment by Company

Samsung Electronics

Sony

Dassault Systems

Google Inc

Hexagon

Dreamworks

Autodesk

Stratasys

3D Systems Corporation

Faro Technologies

Barco NV

Cognex Corporation

Dolby Laboratories

### 3D & 4D Technology segment by Type

3D/4D Output Devices

3D Imaging Solutions

3D Input Devices

## 3D/4D Applications

### 3D & 4D Technology segment by Application

Entertainment

Consumer Electronics

Automotive

Construction

Industrial Manufacturing

Healthcare

Military & Defense

Others

### 3D & 4D Technology segment by Region

North America

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Indonesia

Thailand

Malaysia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

## Study Objectives

1. To analyze and research the global 3D & 4D Technology status and future forecast, involving, revenue, growth rate (CAGR), market share, historical and forecast.
2. To present the 3D & 4D Technology key companies, revenue, market share, and recent developments.
3. To split the 3D & 4D Technology breakdown data by regions, type, companies, and application.
4. To analyze the global and key regions 3D & 4D Technology market potential and advantage, opportunity and challenge, restraints, and risks.
5. To identify 3D & 4D Technology significant trends, drivers, influence factors in global and regions.
6. To analyze 3D & 4D Technology competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

## Reasons to Buy This Report

1. 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 3D & 4D Technology 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.
2. This report will help stakeholders to understand the global industry status and trends of 3D & 4D Technology and provides them with information on key market drivers, restraints, challenges, and opportunities.
3. 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 sales and value), competitor ecosystem,

new product development, expansion, and acquisition.

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

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

6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of 3D & 4D Technology.

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

## Chapter Outline

Chapter 1: Introduces the report scope of the report, global total market size.

Chapter 2: Analysis key trends, drivers, challenges, and opportunities within the global 3D & 4D Technology industry.

Chapter 3: Detailed analysis of 3D & 4D Technology company competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

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

Chapter 5: Provides the analysis of various market segments by 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 6: Sales value of 3D & 4D Technology in regional level. It provides a quantitative analysis of the market size and development potential of each region and introduces the market development, future development prospects, market space, and market size of key country in the world.

Chapter 7: Sales value of 3D & 4D Technology in country level. It provides sigmate data by type, and by application for each country/region.

Chapter 8: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including revenue, gross margin, product introduction, recent development, etc.

Chapter 9: Concluding Insights.



## Contents

### **1 MARKET OVERVIEW**

- 1.1 Product Definition
- 1.2 Global 3D & 4D Technology Market Size, 2019 VS 2023 VS 2030
- 1.3 Global 3D & 4D Technology Market Size (2019-2030)
- 1.4 Assumptions and Limitations
- 1.5 Study Goals and Objectives

### **2 3D & 4D TECHNOLOGY MARKET DYNAMICS**

- 2.1 3D & 4D Technology Industry Trends
- 2.2 3D & 4D Technology Industry Drivers
- 2.3 3D & 4D Technology Industry Opportunities and Challenges
- 2.4 3D & 4D Technology Industry Restraints

### **3 3D & 4D TECHNOLOGY MARKET BY COMPANY**

- 3.1 Global 3D & 4D Technology Company Revenue Ranking in 2023
- 3.2 Global 3D & 4D Technology Revenue by Company (2019-2024)
- 3.3 Global 3D & 4D Technology Company Ranking, 2022 VS 2023 VS 2024
- 3.4 Global 3D & 4D Technology Company Manufacturing Base & Headquarters
- 3.5 Global 3D & 4D Technology Company, Product Type & Application
- 3.6 Global 3D & 4D Technology Company Commercialization Time
- 3.7 Market Competitive Analysis
  - 3.7.1 Global 3D & 4D Technology Market CR5 and HHI
  - 3.7.2 Global Top 5 and 10 Company Market Share by Revenue in 2023
  - 3.7.3 2023 3D & 4D Technology Tier 1, Tier 2, and Tier
- 3.8 Mergers & Acquisitions, Expansion

### **4 3D & 4D TECHNOLOGY MARKET BY TYPE**

- 4.1 3D & 4D Technology Type Introduction
  - 4.1.1 3D/4D Output Devices
  - 4.1.2 3D Imaging Solutions
  - 4.1.3 3D Input Devices
  - 4.1.4 3D/4D Applications
- 4.2 Global 3D & 4D Technology Sales Value by Type

- 4.2.1 Global 3D & 4D Technology Sales Value by Type (2019 VS 2023 VS 2030)
- 4.2.2 Global 3D & 4D Technology Sales Value by Type (2019-2030)
- 4.2.3 Global 3D & 4D Technology Sales Value Share by Type (2019-2030)

## **5 3D & 4D TECHNOLOGY MARKET BY APPLICATION**

### 5.1 3D & 4D Technology Application Introduction

- 5.1.1 Entertainment
- 5.1.2 Consumer Electronics
- 5.1.3 Automotive
- 5.1.4 Construction
- 5.1.5 Industrial Manufacturing
- 5.1.6 Healthcare
- 5.1.7 Military & Defense
- 5.1.8 Others

### 5.2 Global 3D & 4D Technology Sales Value by Application

- 5.2.1 Global 3D & 4D Technology Sales Value by Application (2019 VS 2023 VS 2030)
- 5.2.2 Global 3D & 4D Technology Sales Value by Application (2019-2030)
- 5.2.3 Global 3D & 4D Technology Sales Value Share by Application (2019-2030)

## **6 3D & 4D TECHNOLOGY MARKET BY REGION**

### 6.1 Global 3D & 4D Technology Sales Value by Region: 2019 VS 2023 VS 2030

### 6.2 Global 3D & 4D Technology Sales Value by Region (2019-2030)

- 6.2.1 Global 3D & 4D Technology Sales Value by Region: 2019-2024
- 6.2.2 Global 3D & 4D Technology Sales Value by Region (2025-2030)

### 6.3 North America

- 6.3.1 North America 3D & 4D Technology Sales Value (2019-2030)
- 6.3.2 North America 3D & 4D Technology Sales Value Share by Country, 2023 VS 2030

### 6.4 Europe

- 6.4.1 Europe 3D & 4D Technology Sales Value (2019-2030)
- 6.4.2 Europe 3D & 4D Technology Sales Value Share by Country, 2023 VS 2030

### 6.5 Asia-Pacific

- 6.5.1 Asia-Pacific 3D & 4D Technology Sales Value (2019-2030)
- 6.5.2 Asia-Pacific 3D & 4D Technology Sales Value Share by Country, 2023 VS 2030

### 6.6 Latin America

- 6.6.1 Latin America 3D & 4D Technology Sales Value (2019-2030)
- 6.6.2 Latin America 3D & 4D Technology Sales Value Share by Country, 2023 VS 2030

2030

6.7 Middle East & Africa

6.7.1 Middle East & Africa 3D & 4D Technology Sales Value (2019-2030)

6.7.2 Middle East & Africa 3D & 4D Technology Sales Value Share by Country, 2023 VS 2030

## **7 3D & 4D TECHNOLOGY MARKET BY COUNTRY**

7.1 Global 3D & 4D Technology Sales Value by Country: 2019 VS 2023 VS 2030

7.2 Global 3D & 4D Technology Sales Value by Country (2019-2030)

7.2.1 Global 3D & 4D Technology Sales Value by Country (2019-2024)

7.2.2 Global 3D & 4D Technology Sales Value by Country (2025-2030)

7.3 USA

7.3.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

7.3.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030

7.3.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030

7.4 Canada

7.4.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

7.4.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030

7.4.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030

7.5 Germany

7.5.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

7.5.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030

7.5.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030

7.6 France

7.6.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

7.6.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030

7.6.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030

7.7 U.K.

7.7.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

7.7.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030

7.7.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030

7.8 Italy

7.8.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

7.8.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030

7.8.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030

7.9 Netherlands

7.9.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

7.9.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030

- 7.9.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.10 Nordic Countries
  - 7.10.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.10.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.10.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.11 China
  - 7.11.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.11.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.11.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.12 Japan
  - 7.12.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.12.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.12.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.13 South Korea
  - 7.13.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.13.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.13.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.14 Southeast Asia
  - 7.14.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.14.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.14.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.15 India
  - 7.15.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.15.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.15.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.16 Australia
  - 7.16.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.16.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.16.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.17 Mexico
  - 7.17.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.17.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.17.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.18 Brazil
  - 7.18.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.18.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.18.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.19 Turkey
  - 7.19.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)

- 7.19.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
- 7.19.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.20 Saudi Arabia
  - 7.20.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.20.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.20.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030
- 7.21 UAE
  - 7.21.1 Global 3D & 4D Technology Sales Value Growth Rate (2019-2030)
  - 7.21.2 Global 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030
  - 7.21.3 Global 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030

## **8 COMPANY PROFILES**

### 8.1 Samsung Electronics

- 8.1.1 Samsung Electronics Company Information
- 8.1.2 Samsung Electronics Business Overview
- 8.1.3 Samsung Electronics 3D & 4D Technology Revenue and Gross Margin (2019-2024)
- 8.1.4 Samsung Electronics 3D & 4D Technology Product Portfolio
- 8.1.5 Samsung Electronics Recent Developments

### 8.2 Sony

- 8.2.1 Sony Company Information
- 8.2.2 Sony Business Overview
- 8.2.3 Sony 3D & 4D Technology Revenue and Gross Margin (2019-2024)
- 8.2.4 Sony 3D & 4D Technology Product Portfolio
- 8.2.5 Sony Recent Developments

### 8.3 Dassault Systems

- 8.3.1 Dassault Systems Company Information
- 8.3.2 Dassault Systems Business Overview
- 8.3.3 Dassault Systems 3D & 4D Technology Revenue and Gross Margin (2019-2024)
- 8.3.4 Dassault Systems 3D & 4D Technology Product Portfolio
- 8.3.5 Dassault Systems Recent Developments

### 8.4 Google Inc

- 8.4.1 Google Inc Company Information
- 8.4.2 Google Inc Business Overview
- 8.4.3 Google Inc 3D & 4D Technology Revenue and Gross Margin (2019-2024)
- 8.4.4 Google Inc 3D & 4D Technology Product Portfolio
- 8.4.5 Google Inc Recent Developments

### 8.5 Hexagon

- 8.5.1 Hexagon Company Information
- 8.5.2 Hexagon Business Overview
- 8.5.3 Hexagon 3D & 4D Technology Revenue and Gross Margin (2019-2024)
- 8.5.4 Hexagon 3D & 4D Technology Product Portfolio
- 8.5.5 Hexagon Recent Developments
- 8.6 Dreamworks
  - 8.6.1 Dreamworks Company Information
  - 8.6.2 Dreamworks Business Overview
  - 8.6.3 Dreamworks 3D & 4D Technology Revenue and Gross Margin (2019-2024)
  - 8.6.4 Dreamworks 3D & 4D Technology Product Portfolio
  - 8.6.5 Dreamworks Recent Developments
- 8.7 Autodesk
  - 8.7.1 Autodesk Company Information
  - 8.7.2 Autodesk Business Overview
  - 8.7.3 Autodesk 3D & 4D Technology Revenue and Gross Margin (2019-2024)
  - 8.7.4 Autodesk 3D & 4D Technology Product Portfolio
  - 8.7.5 Autodesk Recent Developments
- 8.8 Stratasys
  - 8.8.1 Stratasys Company Information
  - 8.8.2 Stratasys Business Overview
  - 8.8.3 Stratasys 3D & 4D Technology Revenue and Gross Margin (2019-2024)
  - 8.8.4 Stratasys 3D & 4D Technology Product Portfolio
  - 8.8.5 Stratasys Recent Developments
- 8.9 3D Systems Corporation
  - 8.9.1 3D Systems Corporation Company Information
  - 8.9.2 3D Systems Corporation Business Overview
  - 8.9.3 3D Systems Corporation 3D & 4D Technology Revenue and Gross Margin (2019-2024)
  - 8.9.4 3D Systems Corporation 3D & 4D Technology Product Portfolio
  - 8.9.5 3D Systems Corporation Recent Developments
- 8.10 Faro Technologies
  - 8.10.1 Faro Technologies Company Information
  - 8.10.2 Faro Technologies Business Overview
  - 8.10.3 Faro Technologies 3D & 4D Technology Revenue and Gross Margin (2019-2024)
  - 8.10.4 Faro Technologies 3D & 4D Technology Product Portfolio
  - 8.10.5 Faro Technologies Recent Developments
- 8.11 Barco NV
  - 8.11.1 Barco NV Company Information

- 8.11.2 Barco NV Business Overview
- 8.11.3 Barco NV 3D & 4D Technology Revenue and Gross Margin (2019-2024)
- 8.11.4 Barco NV 3D & 4D Technology Product Portfolio
- 8.11.5 Barco NV Recent Developments
- 8.12 Cognex Corporation
  - 8.12.1 Cognex Corporation Company Information
  - 8.12.2 Cognex Corporation Business Overview
  - 8.12.3 Cognex Corporation 3D & 4D Technology Revenue and Gross Margin (2019-2024)
  - 8.12.4 Cognex Corporation 3D & 4D Technology Product Portfolio
  - 8.12.5 Cognex Corporation Recent Developments
- 8.13 Dolby Laboratories
  - 8.13.1 Dolby Laboratories Company Information
  - 8.13.2 Dolby Laboratories Business Overview
  - 8.13.3 Dolby Laboratories 3D & 4D Technology Revenue and Gross Margin (2019-2024)
  - 8.13.4 Dolby Laboratories 3D & 4D Technology Product Portfolio
  - 8.13.5 Dolby Laboratories Recent Developments

## **9 CONCLUDING INSIGHTS**

## **10 APPENDIX**

- 10.1 Reasons for Doing This Study
- 10.2 Research Methodology
- 10.3 Research Process
- 10.4 Authors List of This Report
- 10.5 Data Source
  - 10.5.1 Secondary Sources
  - 10.5.2 Primary Sources

## List Of Tables

### LIST OF TABLES

- Table 1. 3D & 4D Technology Industry Trends
- Table 2. 3D & 4D Technology Industry Drivers
- Table 3. 3D & 4D Technology Industry Opportunities and Challenges
- Table 4. 3D & 4D Technology Industry Restraints
- Table 5. Global 3D & 4D Technology Revenue by Company (US\$ Million) & (2019-2024)
- Table 6. Global 3D & 4D Technology Revenue Share by Company (2019-2024)
- Table 7. Global 3D & 4D Technology Company Ranking, 2022 VS 2023 VS 2024 & (US\$ Million)
- Table 8. Global 3D & 4D Technology Key Company Manufacturing Base & Headquarters
- Table 9. Global 3D & 4D Technology Company, Product Type & Application
- Table 10. Global 3D & 4D Technology Company Commercialization Time
- Table 11. Global Company Market Concentration Ratio (CR5 and HHI)
- Table 12. Global 3D & 4D Technology by Company Type (Tier 1, Tier 2, and Tier 3) & (Based on Revenue of 2023)
- Table 13. Mergers & Acquisitions, Expansion
- Table 14. Major Companies of 3D/4D Output Devices
- Table 15. Major Companies of 3D Imaging Solutions
- Table 16. Major Companies of 3D Input Devices
- Table 17. Major Companies of 3D/4D Applications
- Table 18. Global 3D & 4D Technology Sales Value by Type 2019 VS 2023 VS 2030 (US\$ Million)
- Table 19. Global 3D & 4D Technology Sales Value by Type (2019-2024) & (US\$ Million)
- Table 20. Global 3D & 4D Technology Sales Value by Type (2025-2030) & (US\$ Million)
- Table 21. Global 3D & 4D Technology Sales Value Share by Type (2019-2024)
- Table 22. Global 3D & 4D Technology Sales Value Share by Type (2025-2030)
- Table 23. Major Companies of Entertainment
- Table 24. Major Companies of Consumer Electronics
- Table 25. Major Companies of Automotive
- Table 26. Major Companies of Construction
- Table 27. Major Companies of Industrial Manufacturing
- Table 28. Major Companies of Healthcare
- Table 29. Major Companies of Military & Defense
- Table 30. Major Companies of Others



Table 31. Global 3D & 4D Technology Sales Value by Application 2019 VS 2023 VS 2030 (US\$ Million)

Table 32. Global 3D & 4D Technology Sales Value by Application (2019-2024) & (US\$ Million)

Table 33. Global 3D & 4D Technology Sales Value by Application (2025-2030) & (US\$ Million)

Table 34. Global 3D & 4D Technology Sales Value Share by Application (2019-2024)

Table 35. Global 3D & 4D Technology Sales Value Share by Application (2025-2030)

Table 36. Global 3D & 4D Technology Sales Value Comparison by Region: 2019 VS 2023 VS 2030 (US\$ Million)

Table 37. Global 3D & 4D Technology Sales Value by Region (2019-2024) & (US\$ Million)

Table 38. Global 3D & 4D Technology Sales Value Share by Region (2019-2024)

Table 39. Global 3D & 4D Technology Sales Value by Region (2025-2030) & (US\$ Million)

Table 40. Global 3D & 4D Technology Sales Value Share by Region (2025-2030)

Table 41. Global 3D & 4D Technology Sales Value by Country: 2019 VS 2023 VS 2030 (US\$ Million)

Table 42. Global 3D & 4D Technology Sales Value by Country (2019-2024) & (US\$ Million)

Table 43. Global 3D & 4D Technology Sales Value Market Share by Country (2019-2024)

Table 44. Global 3D & 4D Technology Sales Value by Country (2025-2030) & (US\$ Million)

Table 45. Global 3D & 4D Technology Sales Value Market Share by Country (2025-2030)

Table 46. Samsung Electronics Company Information

Table 47. Samsung Electronics Business Overview

Table 48. Samsung Electronics 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 49. Samsung Electronics 3D & 4D Technology Product Portfolio

Table 50. Samsung Electronics Recent Development

Table 51. Sony Company Information

Table 52. Sony Business Overview

Table 53. Sony 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 54. Sony 3D & 4D Technology Product Portfolio

Table 55. Sony Recent Development

Table 56. Dassault Systems Company Information

Table 57. Dassault Systems Business Overview

Table 58. Dassault Systems 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 59. Dassault Systems 3D & 4D Technology Product Portfolio

Table 60. Dassault Systems Recent Development

Table 61. Google Inc Company Information

Table 62. Google Inc Business Overview

Table 63. Google Inc 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 64. Google Inc 3D & 4D Technology Product Portfolio

Table 65. Google Inc Recent Development

Table 66. Hexagon Company Information

Table 67. Hexagon Business Overview

Table 68. Hexagon 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 69. Hexagon 3D & 4D Technology Product Portfolio

Table 70. Hexagon Recent Development

Table 71. Dreamworks Company Information

Table 72. Dreamworks Business Overview

Table 73. Dreamworks 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 74. Dreamworks 3D & 4D Technology Product Portfolio

Table 75. Dreamworks Recent Development

Table 76. Autodesk Company Information

Table 77. Autodesk Business Overview

Table 78. Autodesk 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 79. Autodesk 3D & 4D Technology Product Portfolio

Table 80. Autodesk Recent Development

Table 81. Stratasys Company Information

Table 82. Stratasys Business Overview

Table 83. Stratasys 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 84. Stratasys 3D & 4D Technology Product Portfolio

Table 85. Stratasys Recent Development

Table 86. 3D Systems Corporation Company Information

Table 87. 3D Systems Corporation Business Overview

Table 88. 3D Systems Corporation 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 89. 3D Systems Corporation 3D & 4D Technology Product Portfolio

Table 90. 3D Systems Corporation Recent Development

Table 91. Faro Technologies Company Information

Table 92. Faro Technologies Business Overview

Table 93. Faro Technologies 3D & 4D Technology Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 94. Faro Technologies 3D & 4D Technology Product Portfolio

Table 95. Faro Technologies Recent Development

Table 96. Barco NV Company Information

Table 97. Barco NV Business Overview

Table 98. Barco NV 3D & 4D Technology Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 99. Barco NV 3D & 4D Technology Product Portfolio

Table 100. Barco NV Recent Development

Table 101. Cognex Corporation Company Information

Table 102. Cognex Corporation Business Overview

Table 103. Cognex Corporation 3D & 4D Technology Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 104. Cognex Corporation 3D & 4D Technology Product Portfolio

Table 105. Cognex Corporation Recent Development

Table 106. Dolby Laboratories Company Information

Table 107. Dolby Laboratories Business Overview

Table 108. Dolby Laboratories 3D & 4D Technology Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 109. Dolby Laboratories 3D & 4D Technology Product Portfolio

Table 110. Dolby Laboratories Recent Development

Table 111. Research Programs/Design for This Report

Table 112. Authors List of This Report

Table 113. Secondary Sources

Table 114. Primary Sources

## List Of Figures

### LIST OF FIGURES

Figure 1. 3D & 4D Technology Product Picture

Figure 2. Global 3D & 4D Technology Market Size (US\$ Million), 2019 VS 2023 VS 2030

Figure 3. Global 3D & 4D Technology Market Size (2019-2030) & (US\$ Million)

Figure 4. Global 3D & 4D Technology Company Revenue Ranking in 2023 (US\$ Million)

Figure 5. Global Top 5 and 10 Company Market Share by Revenue in 2023 (US\$ Million)

Figure 6. Company Type (Tier 1, Tier 2, and Tier 3): 2019 VS 2023

Figure 7. 3D/4D Output Devices Picture

Figure 8. 3D Imaging Solutions Picture

Figure 9. 3D Input Devices Picture

Figure 10. 3D/4D Applications Picture

Figure 11. Global 3D & 4D Technology Sales Value by Type (2019 VS 2023 VS 2030) & (US\$ Million)

Figure 12. Global 3D & 4D Technology Sales Value Share 2019 VS 2023 VS 2030

Figure 13. Global 3D & 4D Technology Sales Value Share by Type (2019-2030)

Figure 14. Entertainment Picture

Figure 15. Consumer Electronics Picture

Figure 16. Automotive Picture

Figure 17. Construction Picture

Figure 18. Industrial Manufacturing Picture

Figure 19. Healthcare Picture

Figure 20. Military & Defense Picture

Figure 21. Others Picture

Figure 22. Global 3D & 4D Technology Sales Value by Application (2019 VS 2023 VS 2030) & (US\$ Million)

Figure 23. Global 3D & 4D Technology Sales Value Share 2019 VS 2023 VS 2030

Figure 24. Global 3D & 4D Technology Sales Value Share by Application (2019-2030)

Figure 25. Global 3D & 4D Technology Sales Value Comparison by Region: 2019 VS 2023 VS 2030 (US\$ Million)

Figure 26. Global 3D & 4D Technology Sales Value Share by Region: 2019 VS 2023 VS 2030

Figure 27. North America 3D & 4D Technology Sales Value (2019-2030) & (US\$ Million)

Figure 28. North America 3D & 4D Technology Sales Value Share by Country (%), 2023 VS 2030

Figure 29. Europe 3D & 4D Technology Sales Value (2019-2030) & (US\$ Million)

Figure 30. Europe 3D & 4D Technology Sales Value Share by Country (%), 2023 VS 2030

Figure 31. Asia-Pacific 3D & 4D Technology Sales Value (2019-2030) & (US\$ Million)

Figure 32. Asia-Pacific 3D & 4D Technology Sales Value Share by Country (%), 2023 VS 2030

Figure 33. Latin America 3D & 4D Technology Sales Value (2019-2030) & (US\$ Million)

Figure 34. Latin America 3D & 4D Technology Sales Value Share by Country (%), 2023 VS 2030

Figure 35. Middle East & Africa 3D & 4D Technology Sales Value (2019-2030) & (US\$ Million)

Figure 36. Middle East & Africa 3D & 4D Technology Sales Value Share by Country (%), 2023 VS 2030

Figure 37. USA 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 38. USA 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 39. USA 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 40. Canada 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 41. Canada 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 42. Canada 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 43. Germany 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 44. Germany 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 45. Germany 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 46. France 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 47. France 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 48. France 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 49. U.K. 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 50. U.K. 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 51. U.K. 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 52. Italy 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 53. Italy 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 54. Italy 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 55. Netherlands 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 56. Netherlands 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 57. Netherlands 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 58. Nordic Countries 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 59. Nordic Countries 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 60. Nordic Countries 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 61. China 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 62. China 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 63. China 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 64. Japan 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 65. Japan 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 66. Japan 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 67. South Korea 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 68. South Korea 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 69. South Korea 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 70. Southeast Asia 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 71. Southeast Asia 3D & 4D Technology Sales Value Share by Type, 2023 VS

2030 & (%)

Figure 72. Southeast Asia 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 73. India 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 74. India 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 75. India 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 76. Australia 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 77. Australia 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 78. Australia 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 79. Mexico 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 80. Mexico 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 81. Mexico 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 82. Brazil 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 83. Brazil 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 84. Brazil 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 85. Turkey 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 86. Turkey 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 87. Turkey 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 88. Saudi Arabia 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 89. Saudi Arabia 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 90. Saudi Arabia 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 91. UAE 3D & 4D Technology Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 92. UAE 3D & 4D Technology Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 93. UAE 3D & 4D Technology Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 94. Years Considered

Figure 95. Research Process

Figure 96. Key Executives Interviewed



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