

Global 3D Reconstruction Technology Market by Size, by Type, by Application, by Region, History and Forecast 2019-2030

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Abstracts

In computer vision and computer graphics, 3D reconstruction is the process of capturing the shape and appearance of real objects. This process can be accomplished either by active or passive methods. If the model is allowed to change its shape in time, this is referred to as non-rigid or spatio-temporal reconstruction.

According to APO Research, The global 3D Reconstruction 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.

Global 3D Reconstruction Technology key players include Autodesk, Airbus(Street Factory), Mensei, Matterport, Intel RealSense, etc. Global top five manufacturers hold a share over 45%.

North America is the largest market, with a share about 40%, followed by Europe, and Asia-Pacific, both have a share over 50 percent.

In terms of product, Based on Images and Video is the largest segment, with a share over 45%. And in terms of application, the largest application is Films and Games.

Report Includes

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

This report researches the key producers of 3D Reconstruction Technology, also provides the revenue of main regions and countries. Of the upcoming market potential for 3D Reconstruction 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 Reconstruction Technology revenue, market share and industry ranking of main manufacturers, data from 2019 to 2024. Identification of the major stakeholders in the global 3D Reconstruction 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.

This report analyzes the segments data by Type and by Application, revenue, and growth rate, from 2019 to 2030. Evaluation and forecast the market size for 3D Reconstruction Technology revenue, projected growth trends, production technology, application and end-user industry.

Descriptive company profiles of the major global players, including Pix4D, Agisoft PhotoScan, Autodesk, RealityCapture, Acute3D/Context Capture, PhotoModeler/Eos Systems Inc, Photometrix, Elcovision/PMS AG and Vi3Dim Technologies, etc.

3D Reconstruction Technology segment by Company

Pix4D

Agisoft PhotoScan

Autodesk

RealityCapture

Acute3D/Context Capture

PhotoModeler/Eos Systems Inc

Photometrix

Elcovision/PMS AG

Vi3Dim Technologies

Paracosm/Occipital

Matterport

Intel RealSense

Mensi

Skyline

Airbus(Street Factory)

4Dage Technology

Blackboxcv

Shenzhen Zhineng Shixian Technology

3D Reconstruction Technology segment by Technology

3D Reconstruction Software

Based on Images and Video

Based on 3D Scanning

3D Reconstruction Technology segment by Application

Culture Heritage and Museum

Films and Games

Construction, Real Estate, Engineering Survey, etc.

Other areas (health care, education, etc.)

3D Reconstruction 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 status and future forecast, involving, production, value, consumption, growth rate (CAGR), market share, historical and forecast.
2. To present the key manufacturers, capacity, production, revenue, market share, and Recent Developments.
3. To split the breakdown data by regions, type, manufacturers, and Application.
4. To analyze the global and key regions market potential and advantage, opportunity and challenge, restraints, and risks.
5. To identify significant trends, drivers, influence factors in global and regions.

6. To analyze 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 Reconstruction 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 Reconstruction 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 volume 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 Reconstruction 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, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. Revenue of 3D

Reconstruction Technology in global and regional level. 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. 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 term.

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

Chapter 3: Detailed analysis of 3D Reconstruction Technology companies' competitive landscape, revenue, market share and industry ranking, latest development plan, merger, and acquisition information, etc.

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

Chapter 6: Provides profiles of key companies, introducing the basic situation of the main companies in the market in detail, including product descriptions and specifications, 3D Reconstruction Technology revenue, gross margin, and recent development, etc.

Chapter 7: North America (US & Canada) by type, by application and by country, revenue for each segment.

Chapter 8: Europe by type, by application and by country, revenue for each segment.

Chapter 9: China by type, and by application, revenue for each segment.

Chapter 10: Asia (excluding China) by type, by application and by region, revenue for each segment.

Chapter 11: MEALA by type, by application and by country, revenue for each segment.

Chapter 12: Concluding Insights of the report.

Contents

1 MARKET OVERVIEW

- 1.1 Product Definition
- 1.2 Market Analysis by Type
 - 1.2.1 Global 3D Reconstruction Technology Market Size Growth Rate by Type: 2019 VS 2023 VS 2030
 - 1.2.2 3D Reconstruction Software
 - 1.2.3 Based on Images and Video
 - 1.2.4 Based on 3D Scanning
- 1.3 Market Analysis by Application
 - 1.3.1 Global 3D Reconstruction Technology Market Size Growth Rate by Application: 2019 VS 2023 VS 2030
 - 1.3.2 Culture Heritage and Museum
 - 1.3.3 Films and Games
 - 1.3.4 Construction, Real Estate, Engineering Survey, etc.
 - 1.3.5 Other areas (health care, education, etc.)
- 1.4 Global Market Growth Prospects
- 1.5 Global 3D Reconstruction Technology Growth Trends by Region
 - 1.5.1 Global 3D Reconstruction Technology Market Size by Region: 2019 VS 2023 VS 2030
 - 1.5.2 3D Reconstruction Technology Market Size by Region (2019-2024)
 - 1.5.3 3D Reconstruction Technology Market Size by Region (2025-2030)
- 1.6 Assumptions and Limitations
- 1.7 Study Goals and Objectives
- 1.8 Years Considered

2 GLOBAL 3D RECONSTRUCTION TECHNOLOGY MARKET DYNAMICS

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

3 COMPETITIVE LANDSCAPE BY COMPANY

- 3.1 Global 3D Reconstruction Technology Revenue by Company (2019-2024)
- 3.2 Global 3D Reconstruction Technology Players Revenue Ranking, 2022 VS 2023 VS

2024

3.3 Global 3D Reconstruction Technology Key Company Head office and Area Served

3.4 Global 3D Reconstruction Technology Company, Product Type & Application

3.5 Global 3D Reconstruction Technology Company Commercialization Time

3.6 Market Competitive Analysis

3.6.1 Global 3D Reconstruction Technology Market CR5 and HHI

3.6.2 Global Top 5 and 10 3D Reconstruction Technology Players Market Share by Revenue in 2023

3.6.3 2023 3D Reconstruction Technology Tier 1, Tier 2, and Tier

4 3D RECONSTRUCTION TECHNOLOGY MARKET BY TYPE

4.1 Global 3D Reconstruction Technology Market Size by Type (2019 VS 2023 VS 2030)

4.2 Global 3D Reconstruction Technology Market Size by Type (2019-2030)

4.3 Global 3D Reconstruction Technology Market Size Share by Type (2019-2030)

5 3D RECONSTRUCTION TECHNOLOGY MARKET BY APPLICATION

5.1 Global 3D Reconstruction Technology Market Size by Application (2019 VS 2023 VS 2030)

5.2 Global 3D Reconstruction Technology Market Size by Application (2019-2030)

5.3 Global 3D Reconstruction Technology Market Size Share by Application (2019-2030)

6 COMPANY PROFILES

6.1 Pix4D

6.1.1 Pix4D Company Information

6.1.2 Pix4D Business Overview

6.1.3 Pix4D 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)

6.1.4 Pix4D 3D Reconstruction Technology Product Portfolio

6.1.5 Pix4D Recent Developments

6.2 Agisoft PhotoScan

6.2.1 Agisoft PhotoScan Company Information

6.2.2 Agisoft PhotoScan Business Overview

6.2.3 Agisoft PhotoScan 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)

- 6.2.4 Agisoft PhotoScan 3D Reconstruction Technology Product Portfolio
- 6.2.5 Agisoft PhotoScan Recent Developments
- 6.3 Autodesk
 - 6.3.1 Autodesk Company Information
 - 6.3.2 Autodesk Business Overview
 - 6.3.3 Autodesk 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.3.4 Autodesk 3D Reconstruction Technology Product Portfolio
 - 6.3.5 Autodesk Recent Developments
- 6.4 RealityCapture
 - 6.4.1 RealityCapture Company Information
 - 6.4.2 RealityCapture Business Overview
 - 6.4.3 RealityCapture 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.4.4 RealityCapture 3D Reconstruction Technology Product Portfolio
 - 6.4.5 RealityCapture Recent Developments
- 6.5 Acute3D/Context Capture
 - 6.5.1 Acute3D/Context Capture Company Information
 - 6.5.2 Acute3D/Context Capture Business Overview
 - 6.5.3 Acute3D/Context Capture 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.5.4 Acute3D/Context Capture 3D Reconstruction Technology Product Portfolio
 - 6.5.5 Acute3D/Context Capture Recent Developments
- 6.6 PhotoModeler/Eos Systems Inc
 - 6.6.1 PhotoModeler/Eos Systems Inc Company Information
 - 6.6.2 PhotoModeler/Eos Systems Inc Business Overview
 - 6.6.3 PhotoModeler/Eos Systems Inc 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.6.4 PhotoModeler/Eos Systems Inc 3D Reconstruction Technology Product Portfolio
 - 6.6.5 PhotoModeler/Eos Systems Inc Recent Developments
- 6.7 Photometrix
 - 6.7.1 Photometrix Company Information
 - 6.7.2 Photometrix Business Overview
 - 6.7.3 Photometrix 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.7.4 Photometrix 3D Reconstruction Technology Product Portfolio
 - 6.7.5 Photometrix Recent Developments
- 6.8 Elcovision/PMS AG
 - 6.8.1 Elcovision/PMS AG Company Information

- 6.8.2 Elcovision/PMS AG Business Overview
- 6.8.3 Elcovision/PMS AG 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
- 6.8.4 Elcovision/PMS AG 3D Reconstruction Technology Product Portfolio
- 6.8.5 Elcovision/PMS AG Recent Developments
- 6.9 Vi3Dim Technologies
 - 6.9.1 Vi3Dim Technologies Company Information
 - 6.9.2 Vi3Dim Technologies Business Overview
 - 6.9.3 Vi3Dim Technologies 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.9.4 Vi3Dim Technologies 3D Reconstruction Technology Product Portfolio
 - 6.9.5 Vi3Dim Technologies Recent Developments
- 6.10 Paracosm/Occipital
 - 6.10.1 Paracosm/Occipital Company Information
 - 6.10.2 Paracosm/Occipital Business Overview
 - 6.10.3 Paracosm/Occipital 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.10.4 Paracosm/Occipital 3D Reconstruction Technology Product Portfolio
 - 6.10.5 Paracosm/Occipital Recent Developments
- 6.11 Matterport
 - 6.11.1 Matterport Company Information
 - 6.11.2 Matterport Business Overview
 - 6.11.3 Matterport 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.11.4 Matterport 3D Reconstruction Technology Product Portfolio
 - 6.11.5 Matterport Recent Developments
- 6.12 Intel RealSense
 - 6.12.1 Intel RealSense Company Information
 - 6.12.2 Intel RealSense Business Overview
 - 6.12.3 Intel RealSense 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.12.4 Intel RealSense 3D Reconstruction Technology Product Portfolio
 - 6.12.5 Intel RealSense Recent Developments
- 6.13 Mensi
 - 6.13.1 Mensi Company Information
 - 6.13.2 Mensi Business Overview
 - 6.13.3 Mensi 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.13.4 Mensi 3D Reconstruction Technology Product Portfolio

- 6.13.5 Mensi Recent Developments
- 6.14 Skyline
 - 6.14.1 Skyline Company Information
 - 6.14.2 Skyline Business Overview
 - 6.14.3 Skyline 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.14.4 Skyline 3D Reconstruction Technology Product Portfolio
 - 6.14.5 Skyline Recent Developments
- 6.15 Airbus(Street Factory)
 - 6.15.1 Airbus(Street Factory) Company Information
 - 6.15.2 Airbus(Street Factory) Business Overview
 - 6.15.3 Airbus(Street Factory) 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.15.4 Airbus(Street Factory) 3D Reconstruction Technology Product Portfolio
 - 6.15.5 Airbus(Street Factory) Recent Developments
- 6.16 4Dage Technology
 - 6.16.1 4Dage Technology Company Information
 - 6.16.2 4Dage Technology Business Overview
 - 6.16.3 4Dage Technology 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.16.4 4Dage Technology 3D Reconstruction Technology Product Portfolio
 - 6.16.5 4Dage Technology Recent Developments
- 6.17 Blackboxcv
 - 6.17.1 Blackboxcv Company Information
 - 6.17.2 Blackboxcv Business Overview
 - 6.17.3 Blackboxcv 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.17.4 Blackboxcv 3D Reconstruction Technology Product Portfolio
 - 6.17.5 Blackboxcv Recent Developments
- 6.18 Shenzhen Zhineng Shixian Technology
 - 6.18.1 Shenzhen Zhineng Shixian Technology Company Information
 - 6.18.2 Shenzhen Zhineng Shixian Technology Business Overview
 - 6.18.3 Shenzhen Zhineng Shixian Technology 3D Reconstruction Technology Revenue and Gross Margin (US\$ Million) & (2019-2024)
 - 6.18.4 Shenzhen Zhineng Shixian Technology 3D Reconstruction Technology Product Portfolio
 - 6.18.5 Shenzhen Zhineng Shixian Technology Recent Developments

7 NORTH AMERICA

- 7.1 North America 3D Reconstruction Technology Market Size (2019-2030)
- 7.2 North America 3D Reconstruction Technology Market Size by Type
 - 7.2.1 North America 3D Reconstruction Technology Market Size by Type (2019-2024)
 - 7.2.2 North America 3D Reconstruction Technology Market Size by Type (2025-2030)
 - 7.2.3 North America 3D Reconstruction Technology Market Share by Type (2019-2030)
- 7.3 North America 3D Reconstruction Technology Market Size by Application
 - 7.3.1 North America 3D Reconstruction Technology Market Size by Application (2019-2024)
 - 7.3.2 North America 3D Reconstruction Technology Market Size by Application (2025-2030)
 - 7.3.3 North America 3D Reconstruction Technology Market Share by Application (2019-2030)
- 7.4 North America 3D Reconstruction Technology Market Size by Country
 - 7.4.1 North America 3D Reconstruction Technology Market Size by Country (2019 VS 2023 VS 2030)
 - 7.4.2 North America 3D Reconstruction Technology Market Size by Country (2019-2024)
 - 7.4.3 North America 3D Reconstruction Technology Market Size by Country (2025-2030)
 - 7.4.4 North America 3D Reconstruction Technology Market Share by Country (2019-2030)
 - 7.4.5 United States
 - 7.4.6 Canada

8 EUROPE

- 8.1 Europe 3D Reconstruction Technology Market Size (2019-2030)
- 8.2 Europe 3D Reconstruction Technology Market Size by Type
 - 8.2.1 Europe 3D Reconstruction Technology Market Size by Type (2019-2024)
 - 8.2.2 Europe 3D Reconstruction Technology Market Size by Type (2025-2030)
 - 8.2.3 Europe 3D Reconstruction Technology Market Share by Type (2019-2030)
- 8.3 Europe 3D Reconstruction Technology Market Size by Application
 - 8.3.1 Europe 3D Reconstruction Technology Market Size by Application (2019-2024)
 - 8.3.2 Europe 3D Reconstruction Technology Market Size by Application (2025-2030)
 - 8.3.3 Europe 3D Reconstruction Technology Market Share by Application (2019-2030)
- 8.4 Europe 3D Reconstruction Technology Market Size by Country
 - 8.4.1 Europe 3D Reconstruction Technology Market Size by Country (2019 VS 2023

VS 2030)

- 8.4.2 Europe 3D Reconstruction Technology Market Size by Country (2019-2024)
- 8.4.3 Europe 3D Reconstruction Technology Market Size by Country (2025-2030)
- 8.4.4 Europe 3D Reconstruction Technology Market Share by Country (2019-2030)
- 8.4.5 Germany
- 8.4.6 France
- 8.4.7 U.K.
- 8.4.8 Italy
- 8.4.9 Russia
- 8.4.10 Nordic Countries

9 CHINA

- 9.1 China 3D Reconstruction Technology Market Size (2019-2030)
- 9.2 China 3D Reconstruction Technology Market Size by Type
 - 9.2.1 China 3D Reconstruction Technology Market Size by Type (2019-2024)
 - 9.2.2 China 3D Reconstruction Technology Market Size by Type (2025-2030)
 - 9.2.3 China 3D Reconstruction Technology Market Share by Type (2019-2030)
- 9.3 China 3D Reconstruction Technology Market Size by Application
 - 9.3.1 China 3D Reconstruction Technology Market Size by Application (2019-2024)
 - 9.3.2 China 3D Reconstruction Technology Market Size by Application (2025-2030)
 - 9.3.3 China 3D Reconstruction Technology Market Share by Application (2019-2030)

10 ASIA

- 10.1 Asia 3D Reconstruction Technology Market Size (2019-2030)
- 10.2 Asia 3D Reconstruction Technology Market Size by Type
 - 10.2.1 Asia 3D Reconstruction Technology Market Size by Type (2019-2024)
 - 10.2.2 Asia 3D Reconstruction Technology Market Size by Type (2025-2030)
 - 10.2.3 Asia 3D Reconstruction Technology Market Share by Type (2019-2030)
- 10.3 Asia 3D Reconstruction Technology Market Size by Application
 - 10.3.1 Asia 3D Reconstruction Technology Market Size by Application (2019-2024)
 - 10.3.2 Asia 3D Reconstruction Technology Market Size by Application (2025-2030)
 - 10.3.3 Asia 3D Reconstruction Technology Market Share by Application (2019-2030)
- 10.4 Asia 3D Reconstruction Technology Market Size by Country
 - 10.4.1 Asia 3D Reconstruction Technology Market Size by Country (2019 VS 2023 VS 2030)
 - 10.4.2 Asia 3D Reconstruction Technology Market Size by Country (2019-2024)
 - 10.4.3 Asia 3D Reconstruction Technology Market Size by Country (2025-2030)

10.4.4 Asia 3D Reconstruction Technology Market Share by Country (2019-2030)

10.4.5 Japan

10.4.6 South Korea

10.4.7 China Taiwan

10.4.8 Southeast Asia

10.4.9 India

10.4.10 Australia

11 MEALA

11.1 MEALA 3D Reconstruction Technology Market Size (2019-2030)

11.2 MEALA 3D Reconstruction Technology Market Size by Type

11.2.1 MEALA 3D Reconstruction Technology Market Size by Type (2019-2024)

11.2.2 MEALA 3D Reconstruction Technology Market Size by Type (2025-2030)

11.2.3 MEALA 3D Reconstruction Technology Market Share by Type (2019-2030)

11.3 MEALA 3D Reconstruction Technology Market Size by Application

11.3.1 MEALA 3D Reconstruction Technology Market Size by Application (2019-2024)

11.3.2 MEALA 3D Reconstruction Technology Market Size by Application (2025-2030)

11.3.3 MEALA 3D Reconstruction Technology Market Share by Application
(2019-2030)

11.4 MEALA 3D Reconstruction Technology Market Size by Country

11.4.1 MEALA 3D Reconstruction Technology Market Size by Country (2019 VS 2023
VS 2030)

11.4.2 MEALA 3D Reconstruction Technology Market Size by Country (2019-2024)

11.4.3 MEALA 3D Reconstruction Technology Market Size by Country (2025-2030)

11.4.4 MEALA 3D Reconstruction Technology Market Share by Country (2019-2030)

11.4.5 Brazil

11.4.6 Mexico

11.4.7 Turkey

11.4.8 Israel

11.4.9 GCC Countries

12 CONCLUDING INSIGHTS

13 APPENDIX

13.1 Reasons for Doing This Study

13.2 Research Methodology

13.3 Research Process

13.4 Authors List of This Report

13.5 Data Source

13.5.1 Secondary Sources

13.5.2 Primary Sources

13.6 Disclaimer

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