

# Global 3D Reconstruction Technology Market Size, Manufacturers, Opportunities and Forecast to 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 was estimated at US\$ million in 2023 and is projected to reach a revised size of US\$ million by 2030, witnessing a CAGR of xx% during the forecast period 2024-2030.

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 Scope

This report aims to provide a comprehensive presentation of the global market for 3D Reconstruction Technology, 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 3D Reconstruction Technology.

The 3D Reconstruction Technology market size, estimations, and forecasts are provided in terms of revenue (\$ millions), considering 2023 as the base year, with history and forecast data for the period from 2019 to 2030. This report segments the global 3D Reconstruction Technology market comprehensively. Regional market sizes, concerning products by Type, by Application, and by players, are also provided. 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.

### 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 the data related to global revenue, gross margin by manufacturers for the period 2019-2024. 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:

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

## 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.

## 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 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 global and regional market size and CAGR for the history and forecast period (2019-2024, 2025-2030). 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: 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 3: 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 4: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 5: Detailed analysis of 3D Reconstruction Technology companies' competitive landscape, revenue, market share and ranking, latest development plan, merger, and acquisition information, etc.

Chapter 6: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product introduction, revenue, recent development, etc.

Chapter 7, 8, 9, 10 and 11: North America, Europe, Asia Pacific, Latin America, Middle East & Africa, revenue by country.

Chapter 12: Concluding Insights of the report

Chapter 12: Concluding Insights of the report

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Definition
- 1.2 Global Market Growth Prospects
- 1.3 Global 3D Reconstruction Technology Market Size Overview by Region 2019 VS 2023 VS 2030
- 1.4 Global 3D Reconstruction Technology Market Size by Region (2019-2030)
  - 1.4.1 Global 3D Reconstruction Technology Market Size by Region (2019-2024)
  - 1.4.2 Global 3D Reconstruction Technology Market Size by Region (2025-2030)
- 1.5 Key Regions 3D Reconstruction Technology Market Size (2019-2030)
  - 1.5.1 North America 3D Reconstruction Technology Market Size Growth Rate (2019-2030)
  - 1.5.2 Europe 3D Reconstruction Technology Market Size Growth Rate (2019-2030)
  - 1.5.3 Asia-Pacific 3D Reconstruction Technology Market Size Growth Rate (2019-2030)
  - 1.5.4 Latin America 3D Reconstruction Technology Market Size Growth Rate (2019-2030)
  - 1.5.5 Middle East & Africa 3D Reconstruction Technology Market Size Growth Rate (2019-2030)

### 2 3D RECONSTRUCTION TECHNOLOGY MARKET BY TECHNOLOGY

- 2.1 Type Introduction
  - 2.1.1 3D Reconstruction Software
  - 2.1.2 Based on Images and Video
  - 2.1.3 Based on 3D Scanning
- 2.2 Global 3D Reconstruction Technology Market Size by Technology
  - 2.2.1 Global 3D Reconstruction Technology Market Size Overview by Technology (2019-2030)
  - 2.2.2 Global 3D Reconstruction Technology Historic Market Size Review by Technology (2019-2024)
  - 2.2.3 Global 3D Reconstruction Technology Market Size Forecasted by Technology (2025-2030)
- 2.3 Global 3D Reconstruction Technology Market Size by Regions
  - 2.3.1 North America 3D Reconstruction Technology Market Size Breakdown by Technology (2019-2024)
  - 2.3.2 Europe 3D Reconstruction Technology Market Size Breakdown by Technology



(2019-2024)

2.3.3 Asia-Pacific 3D Reconstruction Technology Market Size Breakdown by Technology (2019-2024)

2.3.4 Latin America 3D Reconstruction Technology Market Size Breakdown by Technology (2019-2024)

2.3.5 Middle East and Africa 3D Reconstruction Technology Market Size Breakdown by Technology (2019-2024)

### **3 3D RECONSTRUCTION TECHNOLOGY MARKET BY APPLICATION**

3.1 Type Introduction

3.1.1 Culture Heritage and Museum

3.1.2 Films and Games

3.1.3 Construction, Real Estate, Engineering Survey, etc.

3.1.4 Other areas (health care, education, etc.)

3.2 Global 3D Reconstruction Technology Market Size by Application

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

3.2.2 Global 3D Reconstruction Technology Historic Market Size Review by Application (2019-2024)

3.2.3 Global 3D Reconstruction Technology Market Size Forecasted by Application (2025-2030)

3.3 Global 3D Reconstruction Technology Market Size by Regions

3.3.1 North America 3D Reconstruction Technology Market Size Breakdown by Application (2019-2024)

3.3.2 Europe 3D Reconstruction Technology Market Size Breakdown by Application (2019-2024)

3.3.3 Asia-Pacific 3D Reconstruction Technology Market Size Breakdown by Application (2019-2024)

3.3.4 Latin America 3D Reconstruction Technology Market Size Breakdown by Application (2019-2024)

3.3.5 Middle East and Africa 3D Reconstruction Technology Market Size Breakdown by Application (2019-2024)

### **4 GLOBAL MARKET DYNAMICS**

4.1 3D Reconstruction Technology Industry Trends

4.2 3D Reconstruction Technology Industry Drivers

4.3 3D Reconstruction Technology Industry Opportunities and Challenges

#### 4.4 3D Reconstruction Technology Industry Restraints

### 5 COMPETITIVE INSIGHTS BY COMPANY

#### 5.1 Global Top Players by 3D Reconstruction Technology Revenue (2019-2024)

#### 5.2 Global 3D Reconstruction Technology Industry Company Ranking, 2022 VS 2023 VS 2024

#### 5.3 Global 3D Reconstruction Technology Key Company Headquarters & Area Served

#### 5.4 Global 3D Reconstruction Technology Company, Product Type & Application

#### 5.5 Global 3D Reconstruction Technology Company Commercialization Time

#### 5.6 Market Competitive Analysis

##### 5.6.1 Global 3D Reconstruction Technology Market CR5 and HHI

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

##### 5.6.3 2023 3D Reconstruction Technology Tier 1, Tier 2, and Tier

### 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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share

and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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, Global Share and Gross Margin (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) Comapny Information
- 6.15.2 Airbus(Street Factory) Business Overview
- 6.15.3 Airbus(Street Factory) 3D Reconstruction Technology Revenue, Global Share and Gross Margin (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 Comapny Information
  - 6.16.2 4Dage Technology Business Overview
  - 6.16.3 4Dage Technology 3D Reconstruction Technology Revenue, Global Share and Gross Margin (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 Comapny Information
  - 6.17.2 Blackboxcv Business Overview
  - 6.17.3 Blackboxcv 3D Reconstruction Technology Revenue, Global Share and Gross Margin (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 Comapny Information
  - 6.18.2 Shenzhen Zhineng Shixian Technology Business Overview
  - 6.18.3 Shenzhen Zhineng Shixian Technology 3D Reconstruction Technology Revenue, Global Share and Gross Margin (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 Growth Rate (CAGR) by Country: 2019 VS 2023 VS 2030
- 7.2 North America 3D Reconstruction Technology Market Size by Country (2019-2024)
- 7.3 North America 3D Reconstruction Technology Market Size Forecast by Country (2025-2030)

## **8 EUROPE**

8.1 Europe 3D Reconstruction Technology Market Size Growth Rate (CAGR) by Country: 2019 VS 2023 VS 2030

8.2 Europe 3D Reconstruction Technology Market Size by Country (2019-2024)

8.3 Europe 3D Reconstruction Technology Market Size Forecast by Country (2025-2030)

## **9 ASIA-PACIFIC**

9.1 Asia-Pacific 3D Reconstruction Technology Market Size Growth Rate (CAGR) by Country: 2019 VS 2023 VS 2030

9.2 Asia-Pacific 3D Reconstruction Technology Market Size by Country (2019-2024)

9.3 Asia-Pacific 3D Reconstruction Technology Market Size Forecast by Country (2025-2030)

## **10 LATIN AMERICA**

10.1 Latin America 3D Reconstruction Technology Market Size Growth Rate (CAGR) by Country: 2019 VS 2023 VS 2030

10.2 Latin America 3D Reconstruction Technology Market Size by Country (2019-2024)

10.3 Latin America 3D Reconstruction Technology Market Size Forecast by Country (2025-2030)

## **11 MIDDLE EAST & AFRICA**

11.1 Middle East & Africa 3D Reconstruction Technology Market Size Growth Rate (CAGR) by Country: 2019 VS 2023 VS 2030

11.2 Middle East & Africa 3D Reconstruction Technology Market Size by Country (2019-2024)

11.3 Middle East & Africa 3D Reconstruction Technology Market Size Forecast by Country (2025-2030)

## **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

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