

3D and 4D Technology Market size study, by solution type (3D and 4D Input Devices, 3D and 4D Output Devices), By end-use application (3D and 4D Gaming, 3D and 4D Cinema, 3D Navigation, others), By Vertical (Military and Defense, Automotive, Consumer Electronics, others), and Regional Forecasts 2020-2027

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Abstracts

3D and 4D Technology Market is valued at approximately USD 190.6 billion in 2019 and is anticipated to grow with a healthy growth rate of more than 16.0% over the forecast period 2020-2027. 3D technology, also called additive manufacturing (AM), has high-impact implementation in applications ranging from aerospace equipment to personal tools. 3D technology becomes more popular, as it has converged many technologies and applications such as food packaging sports equipment, and jewelry, along with products in the high-tech fields of aerospace, architecture, medicine, military support, education, automotive industry, and others. The rapid decreasing cost, advanced software design, and growing range of printable materials have aided to bring a new technology termed 4D printing technology. In the entertainment industry, realistic movies made with 3D and 4D interactive effects and motion pictures are extremely popular. With upcoming developments in 3D animation and a surge in computer-based graphics, for special effects, 3D standard technology is used. In recent years, 3D animation in movies has become more popular than hand-drawn animation or physical effects in movies. Visual effects are also broadly used in movies for more realistic environment. Also, the 4D technology is progressively being used in movies to provide multi-sensory and an immersive cinematic experience. According to the Motion Picture Association of America (MPAA) (US), the global box office collection in each region for all films released in 2D and 3D worldwide achieved USD 41.8 billion and USD 42.2

billion as of 2018 and 2019. Globally, the 3D box office collection was USD 6.5 billion and USD 6.8 billion in the same years. In 2020, due to the COVID-19 pandemic, a decrease of 1% was witnessed however from 2021 onwards, the market is anticipated to witness growth due to less stringent regulations pertaining to lockdowns. Moreover, around 73,314 digital 3D screens were taped in APAC in 2019. This increasing number of digital 3D screens shows the growing adoption of 3D technology in the entertainment sector. However, in consumer electronics industry, 3D and 4D image sensors are safeguarded against shock and dust using solid compact packaging, this in turn increases the overall cost. Hence, cost incurred in frequent maintenance or replacement of image sensors can discourage potential buyers and can restrain the market growth over the forecast period of 2020-2027.

The regional analysis of the structured cabling market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America, and Rest of the World. North America is the leading/significant region across the world in terms of market share owing to the increase in investments by key players in the direction of 3D and 4D technology-based solutions to accommodate to the demands of end users, stimulate the market demand in this region. Whereas Asia-Pacific is anticipated to exhibit the highest growth rate / CAGR over the forecast period 2020-2027. Factors such as the rise in the number of technologies required for 3D printing are anticipated to help in the market growth of the 3D and 4D technology market in the Asia-Pacific region.

Major market player included in this report are:

Samsung Electronics Co., Ltd. (South Korea)

GE Healthcare (US)

Hexagon AB (Sweden)

Autodesk, Inc. (US)

Sony Corporation (Japan)

Dassault Syst?mes (France)

FARO Technologies, Inc. (US)

Stratasys Ltd. (Israel)

3D Systems Corporation (US)

Vicon Motion Systems Ltd. (UK)

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By solution type:

3D and 4D Input Devices

3D and 4D Output Devices

By end-use application:

3D and 4D Gaming

3D and 4D Cinema

3D Navigation

others

By Vertical:

Military and Defense

Automotive

Consumer Electronics,

Others

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

ROE

APAC

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2017, 2018

Base year – 2019

Forecast period – 2020 to 2027

Target Audience of the Automated fair collection system market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2018-2027 (USD Billion)
 - 1.2.1. 3D and 4D technology market, by Region, 2018-2027 (USD Billion)
 - 1.2.2. 3D and 4D technology market, by Solution Type, 2018-2027 (USD Billion)
 - 1.2.3. 3D and 4D technology market, by end-use application, 2018-2027 (USD Billion)
 - 1.2.4. 3D and 4D technology market, by vertical application, 2018-2027 (USD Billion)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. GLOBAL 3D AND 4D TECHNOLOGY MARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
 - 2.2.1. Scope of the Study
 - 2.2.2. Industry Evolution
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

CHAPTER 3. GLOBAL 3D AND 4D TECHNOLOGY MARKET DYNAMICS

- 3.1. 3D and 4D technology market Impact Analysis (2018-2027)
 - 3.1.1. Market Drivers
 - 3.1.2. Market Challenges
 - 3.1.3. Market Opportunities

CHAPTER 4. GLOBAL 3D AND 4D TECHNOLOGY MARKET INDUSTRY ANALYSIS

- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Suppliers
 - 4.1.2. Bargaining Power of Buyers
 - 4.1.3. Threat of New Entrants
 - 4.1.4. Threat of Substitutes
 - 4.1.5. Competitive Rivalry

- 4.1.6. Futuristic Approach to Porter's 5 Force Model (2017-2027)
- 4.2. PEST Analysis
 - 4.2.1. Political
 - 4.2.2. Economical
 - 4.2.3. Social
 - 4.2.4. Technological
- 4.3. Investment Adoption Model
- 4.4. Analyst Recommendation & Conclusion

CHAPTER 5. GLOBAL 3D AND 4D TECHNOLOGY MARKET, BY SOLUTION TYPE

- 5.1. Market Snapshot
- 5.2. Global 3D and 4D technology market by solution type, Performance - Potential Analysis
- 5.3. Global 3D and 4D technology market Estimates & Forecasts by solution type 2017-2027 (USD Billion)
- 5.4. 3D and 4D technology market, Sub Segment Analysis
 - 5.4.1. 3D and 4D input devices
 - 5.4.2. 3D and 4D output devices
 - 5.4.3. Others

CHAPTER 6. GLOBAL 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION

- 6.1. Market Snapshot
- 6.2. Global 3D and 4D technology market by end use application, Performance - Potential Analysis
- 6.3. Global 3D and 4D technology market Estimates & Forecasts by end-use 2017-2027 (USD Billion)
- 6.4. 3D and 4D technology market, Sub Segment Analysis
 - 6.4.1. 3D and 4D Gaming
 - 6.4.2. 3D and 4D cinema
 - 6.4.3. 3D navigation
 - 6.4.4. Others

CHAPTER 7. GLOBAL 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL

- 7.1. Market Snapshot
- 7.2. Global 3D and 4D technology market by vertical, Performance - Potential Analysis

7.3. Global 3D and 4D technology market Estimates & Forecasts by vertical 2017-2027 (USD Billion)

7.4. 3D and 4D technology market, Sub Segment Analysis

7.4.1. Military and Defense

7.4.2. Automotive

7.4.3. Consumer Electronics

7.4.4. others

CHAPTER 8. GLOBAL 3D AND 4D TECHNOLOGY MARKET, REGIONAL ANALYSIS

8.1. 3D and 4D technology market, Regional Market Snapshot

8.2. North America 3D and 4D technology market

8.2.1. U.S. 3D and 4D technology market

8.2.1.1. Solution Type breakdown estimates & forecasts, 2017-2027

8.2.1.2. end-use application breakdown estimates & forecasts, 2017-2027

8.2.1.3. Vertical breakdown estimates & forecasts, 2017-2027

8.2.2. Canada 3D and 4D technology market

8.3. Europe 3D and 4D technology market Snapshot

8.3.1. U.K. 3D and 4D technology market

8.3.2. Germany 3D and 4D technology market

8.3.3. France 3D and 4D technology market

8.3.4. Spain 3D and 4D technology market

8.3.5. Italy 3D and 4D technology market

8.3.6. Rest of Europe 3D and 4D technology market

8.4. Asia-Pacific 3D and 4D technology market Snapshot

8.4.1. China 3D and 4D technology market

8.4.2. India 3D and 4D technology market

8.4.3. Japan 3D and 4D technology market

8.4.4. Australia 3D and 4D technology market

8.4.5. South Korea 3D and 4D technology market

8.4.6. Rest of Asia Pacific 3D and 4D technology market

8.5. Latin America 3D and 4D technology market Snapshot

8.5.1. Brazil 3D and 4D technology market

8.5.2. Mexico 3D and 4D technology market

8.6. Rest of The World 3D and 4D technology market

CHAPTER 9. COMPETITIVE INTELLIGENCE

9.1. Top Market Strategies

9.2. Company Profiles

9.2.1.1. Samsung Electronics Co., Ltd. (South Korea)

9.2.1.2. Key Information

9.2.1.3. Overview

9.2.1.4. Financial (Subject to Data Availability)

9.2.1.5. Product Summary

9.2.1.6. Recent Developments

9.2.2. GE Healthcare (US)

9.2.3. Hexagon AB (Sweden)

9.2.4. Autodesk, Inc. (US)

9.2.5. Sony Corporation (Japan)

9.2.6. Dassault Systèmes (France)

9.2.7. FARO Technologies, Inc. (US)

9.2.8. Stratasys Ltd. (Israel)

9.2.9. 3D Systems Corporation (US)

9.2.10. Vicon Motion Systems Ltd. (UK)

CHAPTER 10. RESEARCH PROCESS

10.1. Research Process

10.1.1. Data Mining

10.1.2. Analysis

10.1.3. Market Estimation

10.1.4. Validation

10.1.5. Publishing

10.2. Research Attributes

10.3. Research Assumption

List Of Tables

LIST OF TABLES

TABLE 1. Global 3D and 4D technology market, report scope

TABLE 2. Global 3D and 4D technology market estimates & forecasts by region
2017-2027 (USD Billion)

TABLE 3. Global 3D and 4D technology market estimates & forecasts by solution
type 2017-2027 (USD Billion)

TABLE 4. Global 3D and 4D technology market estimates & forecasts by end use
application 2017-2027 (USD Billion)

TABLE 5. Global 3D and 4D technology market estimates & forecasts by vertical
2017-2027 (USD Billion)

TABLE 6. Global 3D and 4D technology market by segment, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 7. Global 3D and 4D technology market by region, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 8. Global 3D and 4D technology market by segment, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 9. Global 3D and 4D technology market by region, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 10. Global 3D and 4D technology market by segment, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 11. Global 3D and 4D technology market by region, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 12. Global 3D and 4D technology market by segment, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 13. Global 3D and 4D technology market by region, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 14. Global 3D and 4D technology market by segment, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 15. Global 3D and 4D technology market by region, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 16. Global 3D and 4D technology market by segment, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 17. Global 3D and 4D technology market by region, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 18. Global 3D and 4D technology market by segment, estimates & forecasts,
2017-2027 (USD Billion)

TABLE 19. Global 3D and 4D technology market by region, estimates & forecasts, 2017-2027 (USD Billion)

TABLE 20. Global 3D and 4D technology market by segment, estimates & forecasts, 2017-2027 (USD Billion)

TABLE 21. Global 3D and 4D technology market by region, estimates & forecasts, 2017-2027 (USD Billion)

TABLE 22. U.S. 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 23. U.S. 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 24. U.S. 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 25. Canada 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 26. Canada 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 27. Canada 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 28. UK 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 29. UK 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 30. UK 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 31. Germany 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 32. Germany 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 33. Germany 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 34. France 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 35. France 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 36. France 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 37. Spain 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 38. Spain 3D and 4D technology market estimates & forecasts by segment

2017-2027 (USD Billion)

TABLE 39. Spain 3D and 4D technology market estimates & forecasts by segment

2017-2027 (USD Billion)

TABLE 40. Italy 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 41. Italy 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 42. Italy 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 43. ROE 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 44. ROE 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 45. ROE 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 46. China 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 47. China 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 48. China 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 49. India 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 50. India 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 51. India 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 52. Japan 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 53. Japan 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 54. Japan 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 55. Australia 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)

TABLE 56. Australia 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

TABLE 57. Australia 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)

- TABLE 58. South Korea 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)
- TABLE 59. South Korea 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 60. South Korea 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 61. ROPAC 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)
- TABLE 62. ROPAC 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 63. ROPAC 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 64. Brazil 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)
- TABLE 65. Brazil 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 66. Brazil 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 67. Mexico 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)
- TABLE 68. Mexico 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 69. Mexico 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 70. ROLA 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)
- TABLE 71. ROLA 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 72. ROLA 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 73. ROW 3D and 4D technology market estimates & forecasts, 2017-2027 (USD Billion)
- TABLE 74. ROW 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 75. ROW 3D and 4D technology market estimates & forecasts by segment 2017-2027 (USD Billion)
- TABLE 76. List of secondary sources, used in the study of global 3D and 4D technology market
- TABLE 77. List of primary sources, used in the study of global 3D and 4D technology

market

TABLE 78. Years considered for the study

TABLE 79. Exchange rates considered

List Of Figures

LIST OF FIGURES

- FIG 1. Global 3D and 4D technology market, research methodology
- FIG 2. Global 3D and 4D technology market, market estimation techniques
- FIG 3. Global market size estimates & forecast methods
- FIG 4. Global 3D and 4D technology market, key trends 2019
- FIG 5. Global 3D and 4D technology market, growth prospects 2020-2027
- FIG 6. Global 3D and 4D technology market, porters 5 force model
- FIG 7. Global 3D and 4D technology market, pest analysis
- FIG 8. Global 3D and 4D technology market, value chain analysis
- FIG 9. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 10. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 11. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 12. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 13. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 14. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 15. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 16. Global 3D and 4D technology market by segment, 2017 & 2027 (USD Billion)
- FIG 17. Global 3D and 4D technology market, regional snapshot 2017 & 2027
- FIG 18. North America 3D and 4D technology market 2017 & 2027 (USD Billion)
- FIG 19. Europe 3D and 4D technology market 2017 & 2027 (USD Billion)
- FIG 20. Asia-Pacific 3D and 4D technology market 2017 & 2027 (USD Billion)
- FIG 21. Latin America 3D and 4D technology market 2017 & 2027 (USD Billion)
- FIG 22. Global 3D and 4D technology market, company market share analysis (2019)

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