

US 3D Display Market Size study, by Product (Volume Display, Stereoscopic Display, Holographic Display), by Technology Type (DLP, PDP, OLED, LED), by Access Method (Micro Display, Screen-Based Display), by Application (TV, Smartphones, Mobile Computing Devices, Others), by End- Use Regional Forecasts 2022-2032

<https://marketpublishers.com/r/U97DADA7FF00EN.html>

Date: July 2024

Pages: 200

Price: US\$ 6,250.00 (Single User License)

ID: U97DADA7FF00EN

Abstracts

US 3D Display Market is valued at approximately USD 26.74 billion in 2023 and is anticipated to grow with a healthy growth rate of more than 19.59% over the forecast period 2024-2032. A 3D display employs digital technology to present images that appear three-dimensional, distinguishing it from traditional two-dimensional screens. This effect is achieved through techniques such as stereoscopic imaging or auto-stereoscopy, delivering unique perspectives to each eye to create a sense of depth. These displays find applications in movies, video games, and medical imaging, and are available in formats such as holographic displays, virtual reality headsets, and glasses-free 3D screens. By simulating spatial depth, 3D displays improve user engagement by making content more immersive and realistic. Moreover, in the US 3D Display Market the automakers are increasingly adopting 3D display technologies to improve user interfaces, providing easy controls and improved safety features in vehicles, which supports market growth.

The US 3D Display Market is driven due to the rapid adoption of 3D technology in education and training, increasing demand in retail and advertising sectors, and advancements in AR/VR applications, fostering connectivity and market growth.. The rapid adoption of 3D technology in education and training is driving the market growth. Educational institutions and corporate training programs are increasingly leveraging 3D

displays to improve learning experiences through immersive simulations and interactive content. Medical schools in the US use 3D displays for virtual anatomy lessons which allow students to explore anatomical structures in detail. Companies are utilizing 3D displays for training simulations in fields such as aviation and manufacturing, enhancing employee skills and safety protocols. The rapid adoption of technologies is driving the demand for high-resolution, interactive 3D displays that can deliver realistic and engaging learning environments. However, the limited content availability and the high cost of implementing and maintaining 3D display systems, which can be prohibitive for smaller educational institutions and businesses with limited budgets, can hinder the market growth over the forecast period.

Major market player included in this report are

Magic Leap, Inc.

Avegant Corporation

RealD Inc.

VisiSonics Corporation

InVisage Technologies, Inc.

Luminit LLC

Holografika Kft

3DIcon Corporation

Vizio, Inc

MicroVision, Inc.

The detailed segments and sub-segment of the market are explained below:

By Product

Volumetric Display

Stereoscopic Display

Holographic Display

By Technology Type

DLP

PDP

OLED

LED

By Access Method

Micro Display

Screen-based Display

By Application

TV

Smartphones

Monitor

Mobile Computing Devices

Projectors

Head Mounted Display (HMD)

Others

By End- Use

Consumer Electronics

Automotive

Medical

Aerospace & Defense

Industrial

Others

Years considered for the study are as follows:

Historical year – 2022

Base year – 2023

Forecast period – 2024 to 2032

Key Takeaways:

Market Estimates & Forecast for 10 years from 2022 to 2032.

Annualized revenues and Country level analysis for each market segment.

Detailed analysis of geographical landscape with Country level analysis of major regions.

Competitive landscape with information on major players in the market.

Analysis of key business strategies and recommendations on future market approach.

Analysis of competitive structure of the market.

Demand side and supply side analysis of the market

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