

Global 3D Mapping and Modeling in Game Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/G5AE4852BBC7EN.html>

Date: August 2024

Pages: 91

Price: US\$ 3,200.00 (Single User License)

ID: G5AE4852BBC7EN

Abstracts

Report Overview

3D mapping technology is one of the fastest ways to build 3D environments in the market nowadays. 3D mapping solution swiftly builds 3D maps of the surroundings with utmost accuracy and clarity, ready to plug into professional visualization systems. 3D modeling is the process of developing a 3D surface of an object via specialized software which can be displayed through computer simulation.

This report provides a deep insight into the global 3D Mapping and Modeling in Game market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global 3D Mapping and Modeling in Game Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the 3D Mapping and Modeling in Game market in any manner.

Global 3D Mapping and Modeling in Game Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Apple

Autodesk

Google

SAAB

Autodesk

Market Segmentation (by Type)

3D Projection Mapping

Mapping and Navigation

Others

Market Segmentation (by Application)

Stand-alone Games

Online Games

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the 3D Mapping and Modeling in Game Market

Overview of the regional outlook of the 3D Mapping and Modeling in Game Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your

competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the 3D Mapping and Modeling in Game Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the 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 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to 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 8 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.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

1.1 Market Definition and Statistical Scope of 3D Mapping and Modeling in Game

1.2 Key Market Segments

1.2.1 3D Mapping and Modeling in Game Segment by Type

1.2.2 3D Mapping and Modeling in Game Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

2 3D MAPPING AND MODELING IN GAME MARKET OVERVIEW

2.1 Global Market Overview

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

3 3D MAPPING AND MODELING IN GAME MARKET COMPETITIVE LANDSCAPE

3.1 Global 3D Mapping and Modeling in Game Revenue Market Share by Company (2019-2024)

3.2 3D Mapping and Modeling in Game Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Company 3D Mapping and Modeling in Game Market Size Sites, Area Served, Product Type

3.4 3D Mapping and Modeling in Game Market Competitive Situation and Trends

3.4.1 3D Mapping and Modeling in Game Market Concentration Rate

3.4.2 Global 5 and 10 Largest 3D Mapping and Modeling in Game Players Market Share by Revenue

3.4.3 Mergers & Acquisitions, Expansion

4 3D MAPPING AND MODELING IN GAME VALUE CHAIN ANALYSIS

4.1 3D Mapping and Modeling in Game Value Chain Analysis

4.2 Midstream Market Analysis

4.3 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF 3D MAPPING AND MODELING IN GAME MARKET

5.1 Key Development Trends

5.2 Driving Factors

5.3 Market Challenges

5.4 Market Restraints

5.5 Industry News

5.5.1 Mergers & Acquisitions

5.5.2 Expansions

5.5.3 Collaboration/Supply Contracts

5.6 Industry Policies

6 3D MAPPING AND MODELING IN GAME MARKET SEGMENTATION BY TYPE

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global 3D Mapping and Modeling in Game Market Size Market Share by Type (2019-2024)

6.3 Global 3D Mapping and Modeling in Game Market Size Growth Rate by Type (2019-2024)

7 3D MAPPING AND MODELING IN GAME MARKET SEGMENTATION BY APPLICATION

7.1 Evaluation Matrix of Segment Market Development Potential (Application)

7.2 Global 3D Mapping and Modeling in Game Market Size (M USD) by Application (2019-2024)

7.3 Global 3D Mapping and Modeling in Game Market Size Growth Rate by Application (2019-2024)

8 3D MAPPING AND MODELING IN GAME MARKET SEGMENTATION BY REGION

8.1 Global 3D Mapping and Modeling in Game Market Size by Region

8.1.1 Global 3D Mapping and Modeling in Game Market Size by Region

8.1.2 Global 3D Mapping and Modeling in Game Market Size Market Share by Region

8.2 North America

8.2.1 North America 3D Mapping and Modeling in Game Market Size by Country

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

8.3 Europe

8.3.1 Europe 3D Mapping and Modeling in Game Market Size by Country

8.3.2 Germany

8.3.3 France

8.3.4 U.K.

8.3.5 Italy

8.3.6 Russia

8.4 Asia Pacific

8.4.1 Asia Pacific 3D Mapping and Modeling in Game Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

8.5 South America

8.5.1 South America 3D Mapping and Modeling in Game Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

8.6 Middle East and Africa

8.6.1 Middle East and Africa 3D Mapping and Modeling in Game Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

9 KEY COMPANIES PROFILE

9.1 Apple

9.1.1 Apple 3D Mapping and Modeling in Game Basic Information

9.1.2 Apple 3D Mapping and Modeling in Game Product Overview

9.1.3 Apple 3D Mapping and Modeling in Game Product Market Performance

9.1.4 Apple 3D Mapping and Modeling in Game SWOT Analysis

9.1.5 Apple Business Overview

9.1.6 Apple Recent Developments

9.2 Autodesk

9.2.1 Autodesk 3D Mapping and Modeling in Game Basic Information

9.2.2 Autodesk 3D Mapping and Modeling in Game Product Overview

9.2.3 Autodesk 3D Mapping and Modeling in Game Product Market Performance

9.2.4 Autodesk 3D Mapping and Modeling in Game SWOT Analysis

9.2.5 Autodesk Business Overview

9.2.6 Autodesk Recent Developments

9.3 Google

9.3.1 Google 3D Mapping and Modeling in Game Basic Information

9.3.2 Google 3D Mapping and Modeling in Game Product Overview

9.3.3 Google 3D Mapping and Modeling in Game Product Market Performance

9.3.4 Google 3D Mapping and Modeling in Game SWOT Analysis

9.3.5 Google Business Overview

9.3.6 Google Recent Developments

9.4 SAAB

9.4.1 SAAB 3D Mapping and Modeling in Game Basic Information

9.4.2 SAAB 3D Mapping and Modeling in Game Product Overview

9.4.3 SAAB 3D Mapping and Modeling in Game Product Market Performance

9.4.4 SAAB Business Overview

9.4.5 SAAB Recent Developments

9.5 Autodesk

9.5.1 Autodesk 3D Mapping and Modeling in Game Basic Information

9.5.2 Autodesk 3D Mapping and Modeling in Game Product Overview

9.5.3 Autodesk 3D Mapping and Modeling in Game Product Market Performance

9.5.4 Autodesk Business Overview

9.5.5 Autodesk Recent Developments

10 3D MAPPING AND MODELING IN GAME REGIONAL MARKET FORECAST

10.1 Global 3D Mapping and Modeling in Game Market Size Forecast

10.2 Global 3D Mapping and Modeling in Game Market Forecast by Region

10.2.1 North America Market Size Forecast by Country

10.2.2 Europe 3D Mapping and Modeling in Game Market Size Forecast by Country

10.2.3 Asia Pacific 3D Mapping and Modeling in Game Market Size Forecast by Region

10.2.4 South America 3D Mapping and Modeling in Game Market Size Forecast by Country

10.2.5 Middle East and Africa Forecasted Consumption of 3D Mapping and Modeling

in Game by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)

11.1 Global 3D Mapping and Modeling in Game Market Forecast by Type (2025-2030)

11.2 Global 3D Mapping and Modeling in Game Market Forecast by Application
(2025-2030)

12 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. 3D Mapping and Modeling in Game Market Size Comparison by Region (M USD)

Table 5. Global 3D Mapping and Modeling in Game Revenue (M USD) by Company (2019-2024)

Table 6. Global 3D Mapping and Modeling in Game Revenue Share by Company (2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in 3D Mapping and Modeling in Game as of 2022)

Table 8. Company 3D Mapping and Modeling in Game Market Size Sites and Area Served

Table 9. Company 3D Mapping and Modeling in Game Product Type

Table 10. Global 3D Mapping and Modeling in Game Company Market Concentration Ratio (CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of 3D Mapping and Modeling in Game

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. 3D Mapping and Modeling in Game Market Challenges

Table 18. Global 3D Mapping and Modeling in Game Market Size by Type (M USD)

Table 19. Global 3D Mapping and Modeling in Game Market Size (M USD) by Type (2019-2024)

Table 20. Global 3D Mapping and Modeling in Game Market Size Share by Type (2019-2024)

Table 21. Global 3D Mapping and Modeling in Game Market Size Growth Rate by Type (2019-2024)

Table 22. Global 3D Mapping and Modeling in Game Market Size by Application

Table 23. Global 3D Mapping and Modeling in Game Market Size by Application (2019-2024) & (M USD)

Table 24. Global 3D Mapping and Modeling in Game Market Share by Application (2019-2024)

Table 25. Global 3D Mapping and Modeling in Game Market Size Growth Rate by Application (2019-2024)

Table 26. Global 3D Mapping and Modeling in Game Market Size by Region (2019-2024) & (M USD)

Table 27. Global 3D Mapping and Modeling in Game Market Size Market Share by Region (2019-2024)

Table 28. North America 3D Mapping and Modeling in Game Market Size by Country (2019-2024) & (M USD)

Table 29. Europe 3D Mapping and Modeling in Game Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific 3D Mapping and Modeling in Game Market Size by Region (2019-2024) & (M USD)

Table 31. South America 3D Mapping and Modeling in Game Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa 3D Mapping and Modeling in Game Market Size by Region (2019-2024) & (M USD)

Table 33. Apple 3D Mapping and Modeling in Game Basic Information

Table 34. Apple 3D Mapping and Modeling in Game Product Overview

Table 35. Apple 3D Mapping and Modeling in Game Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Apple 3D Mapping and Modeling in Game SWOT Analysis

Table 37. Apple Business Overview

Table 38. Apple Recent Developments

Table 39. Autodesk 3D Mapping and Modeling in Game Basic Information

Table 40. Autodesk 3D Mapping and Modeling in Game Product Overview

Table 41. Autodesk 3D Mapping and Modeling in Game Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Autodesk 3D Mapping and Modeling in Game SWOT Analysis

Table 43. Autodesk Business Overview

Table 44. Autodesk Recent Developments

Table 45. Google 3D Mapping and Modeling in Game Basic Information

Table 46. Google 3D Mapping and Modeling in Game Product Overview

Table 47. Google 3D Mapping and Modeling in Game Revenue (M USD) and Gross Margin (2019-2024)

Table 48. Google 3D Mapping and Modeling in Game SWOT Analysis

Table 49. Google Business Overview

Table 50. Google Recent Developments

Table 51. SAAB 3D Mapping and Modeling in Game Basic Information

Table 52. SAAB 3D Mapping and Modeling in Game Product Overview

Table 53. SAAB 3D Mapping and Modeling in Game Revenue (M USD) and Gross Margin (2019-2024)

Table 54. SAAB Business Overview

Table 55. SAAB Recent Developments

Table 56. Autodesk 3D Mapping and Modeling in Game Basic Information

Table 57. Autodesk 3D Mapping and Modeling in Game Product Overview

Table 58. Autodesk 3D Mapping and Modeling in Game Revenue (M USD) and Gross Margin (2019-2024)

Table 59. Autodesk Business Overview

Table 60. Autodesk Recent Developments

Table 61. Global 3D Mapping and Modeling in Game Market Size Forecast by Region (2025-2030) & (M USD)

Table 62. North America 3D Mapping and Modeling in Game Market Size Forecast by Country (2025-2030) & (M USD)

Table 63. Europe 3D Mapping and Modeling in Game Market Size Forecast by Country (2025-2030) & (M USD)

Table 64. Asia Pacific 3D Mapping and Modeling in Game Market Size Forecast by Region (2025-2030) & (M USD)

Table 65. South America 3D Mapping and Modeling in Game Market Size Forecast by Country (2025-2030) & (M USD)

Table 66. Middle East and Africa 3D Mapping and Modeling in Game Market Size Forecast by Country (2025-2030) & (M USD)

Table 67. Global 3D Mapping and Modeling in Game Market Size Forecast by Type (2025-2030) & (M USD)

Table 68. Global 3D Mapping and Modeling in Game Market Size Forecast by Application (2025-2030) & (M USD)

List Of Figures

LIST OF FIGURES

- Figure 1. Industrial Chain of 3D Mapping and Modeling in Game
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global 3D Mapping and Modeling in Game Market Size (M USD), 2019-2030
- Figure 5. Global 3D Mapping and Modeling in Game Market Size (M USD) (2019-2030)
- Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 8. Evaluation Matrix of Regional Market Development Potential
- Figure 9. 3D Mapping and Modeling in Game Market Size by Country (M USD)
- Figure 10. Global 3D Mapping and Modeling in Game Revenue Share by Company in 2023
- Figure 11. 3D Mapping and Modeling in Game Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023
- Figure 12. The Global 5 and 10 Largest Players: Market Share by 3D Mapping and Modeling in Game Revenue in 2023
- Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 14. Global 3D Mapping and Modeling in Game Market Share by Type
- Figure 15. Market Size Share of 3D Mapping and Modeling in Game by Type (2019-2024)
- Figure 16. Market Size Market Share of 3D Mapping and Modeling in Game by Type in 2022
- Figure 17. Global 3D Mapping and Modeling in Game Market Size Growth Rate by Type (2019-2024)
- Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 19. Global 3D Mapping and Modeling in Game Market Share by Application
- Figure 20. Global 3D Mapping and Modeling in Game Market Share by Application (2019-2024)
- Figure 21. Global 3D Mapping and Modeling in Game Market Share by Application in 2022
- Figure 22. Global 3D Mapping and Modeling in Game Market Size Growth Rate by Application (2019-2024)
- Figure 23. Global 3D Mapping and Modeling in Game Market Size Market Share by Region (2019-2024)
- Figure 24. North America 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 25. North America 3D Mapping and Modeling in Game Market Size Market Share by Country in 2023

Figure 26. U.S. 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 27. Canada 3D Mapping and Modeling in Game Market Size (M USD) and Growth Rate (2019-2024)

Figure 28. Mexico 3D Mapping and Modeling in Game Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe 3D Mapping and Modeling in Game Market Size Market Share by Country in 2023

Figure 31. Germany 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific 3D Mapping and Modeling in Game Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific 3D Mapping and Modeling in Game Market Size Market Share by Region in 2023

Figure 38. China 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America 3D Mapping and Modeling in Game Market Size and Growth Rate (M USD)

Figure 44. South America 3D Mapping and Modeling in Game Market Size Market

Share by Country in 2023

Figure 45. Brazil 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 48. Middle East and Africa 3D Mapping and Modeling in Game Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa 3D Mapping and Modeling in Game Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa 3D Mapping and Modeling in Game Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global 3D Mapping and Modeling in Game Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global 3D Mapping and Modeling in Game Market Share Forecast by Type (2025-2030)

Figure 57. Global 3D Mapping and Modeling in Game Market Share Forecast by Application (2025-2030)

I would like to order

Product name: Global 3D Mapping and Modeling in Game Market Research Report 2024(Status and Outlook)

Product link: <https://marketpublishers.com/r/G5AE4852BBC7EN.html>

Price: US\$ 3,200.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G5AE4852BBC7EN.html>