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Global Smartphone 3D Sensing Market: Size, Trends & Forecasts (2017-2021)

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Abstracts

Scope of the Report

The report entitled “Global Smartphone 3D Sensing Market: Size, Trends & Forecasts (2017-2021)”, provides analysis of the global smartphone 3D sensing market, with detailed analysis of market size in terms of value, volume and segments.

Moreover, the report assesses the key opportunities in the market and outlines the factors that are and will be driving the growth of the industry. Growth of the overall smartphone 3D sensing market has also been forecasted for the years 2017-2021, taking into consideration the previous growth patterns, the growth drivers and the current and future trends.

Lumentum Holdings Inc, ams AG, Sony Corporation and ON Semiconductor Corporation are some of the key players operating in the global smartphone 3D sensing market whose company profiling is done in the report. In this segment of the report, business overview, financial overview and the business strategies of the companies are provided.

Company Coverage

Lumentum Holdings Inc.

Ams AG

Sony Corporation

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ON Semiconductor Corporation

Executive Summary

Augmented reality (AR) refers to the placement of virtual figures or texts onto a real-life scene (that people observe through the medium of their smartphone display or smart glass lens) in the right position with the right size. Under AR, a view of reality is improved (possibly even diminished rather than increased by the use of technology). 3D sensing is the backbone technology for the implementation of AR

3D sensing is defined as a technology that is used to measure distances or construct a 3D map of a real-life scene. 3D sensing hardware solutions make the use of light transmitter and a light receiver to collect depth data by calculating elapsed time or the view angle difference.

The global smartphone 3D sensing market is expected to increase at high growth rates during the forecast period (2017-2021). The global smartphone 3D sensing market is supported by various factors such as rise in the number of smartphone users, increasing adoption of IoT technology and benefits of AR technology in retail and shopping

However, risk of commoditization and limited adoption of 3D sensing technologies are some of the challenges faced by the market. Acceleration in mergers and acquisitions in the 3D sensing space, expected AR development timeline for smartphones, use of 3D sensing technologies in gaming consoles and rising popularity of GPS enabled smartphones are some of the latest trends existing in the market.

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