

# Global 2D Gesture Recognition Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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## Abstracts

According to our (Global Info Research) latest study, the global 2D Gesture Recognition market size was valued at USD 107.6 million in 2023 and is forecast to a readjusted size of USD 555.2 million by 2030 with a CAGR of 26.4% during review period.

According to the type of camera (2D camera, depth camera), it can be divided into two categories: 1) 2D gesture recognition based on 2D camera and 2) 3D gesture recognition based on 3D camera (such as Microsoft Kinect). Early gesture recognition is based on two-dimensional color image recognition technology. The so-called two-dimensional color image refers to the two-dimensional static image obtained after the scene is shot by the ordinary camera, and then the content in the image is recognized by the computer graphics algorithm. Two-dimensional hand recognition can only identify a few static gestures, and these gestures must be preset in advance. Compared with 2D gesture recognition, 3D gesture recognition adds a Z-axis information, which can recognize various hand shapes, gestures and movements. Three-dimensional gesture recognition is also the main direction of gesture recognition development. However, this kind of gesture recognition, which contains some depth information, needs special hardware to realize. The common ones are sensors and optical cameras. The most important part of gesture recognition includes the tracking of gesture and the subsequent computer data processing. Gesture capture is mainly achieved through optical and sensor two ways. Gesture recognition prediction algorithms, including template matching technology (used in two-dimensional gesture recognition technology), through statistical sample features and deep learning neural network technology.

In 2019, North America is the main region market with about 47% market share. China

and Europe are follower.

The main companies are Microchip Technology, Megvii, Microsoft, Baidu, GestureTek, Sensetime, Ultraleap, Zienon, PointGrab, Crunchfish etc. Top 3 companies occupied over 52% market share in 2019. In China region market, Megvii is the largest manufacturer with over 38% market share in 2019.

The Global Info Research report includes an overview of the development of the 2D Gesture Recognition industry chain, the market status of Consumer Electronics (Static Gesture Recognition, Dynamic Gesture Recognition), Game (Static Gesture Recognition, Dynamic Gesture Recognition), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of 2D Gesture Recognition.

Regionally, the report analyzes the 2D Gesture Recognition markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global 2D Gesture Recognition market, with robust domestic demand, supportive policies, and a strong manufacturing base.

#### Key Features:

The report presents comprehensive understanding of the 2D Gesture Recognition market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the 2D Gesture Recognition industry.

The report involves analyzing the market at a macro level:

**Market Sizing and Segmentation:** Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Static Gesture Recognition, Dynamic Gesture Recognition).

**Industry Analysis:** Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the 2D Gesture Recognition market.

**Regional Analysis:** The report involves examining the 2D Gesture Recognition market at

a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

**Market Projections:** Report covers the gathered data and analysis to make future projections and forecasts for the 2D Gesture Recognition market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to 2D Gesture Recognition:

**Company Analysis:** Report covers individual 2D Gesture Recognition players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

**Consumer Analysis:** Report covers data on consumer behaviour, preferences, and attitudes towards 2D Gesture Recognition. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Consumer Electronics, Game).

**Technology Analysis:** Report covers specific technologies relevant to 2D Gesture Recognition. It assesses the current state, advancements, and potential future developments in 2D Gesture Recognition areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the 2D Gesture Recognition market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

**Market Validation:** The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

## Market Segmentation

2D Gesture Recognition market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

## Market segment by Type

Static Gesture Recognition

Dynamic Gesture Recognition

#### Market segment by Application

Consumer Electronics

Game

Industrial and Building Automation

Others

#### Market segment by players, this report covers

Microchip Technology

Megvii

Microsoft

Baidu

GestureTek

Sensetime

Ultraleap

Zienon

PointGrab

Crunchfish

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe 2D Gesture Recognition product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of 2D Gesture Recognition, with revenue, gross margin and global market share of 2D Gesture Recognition from 2019 to 2024.

Chapter 3, the 2D Gesture Recognition competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and 2D Gesture Recognition market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of 2D Gesture Recognition.

Chapter 13, to describe 2D Gesture Recognition research findings and conclusion.

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