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

https://marketpublishers.com/r/G91CBA18D5D5EN.html
Date: August 2024
Pages: 82
Price: US$ 3,480.00 (Single User License)
ID: G91CBA18D5D5EN

Abstracts

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 Kinnect). 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.

According to our (Global Info Research) latest study, the global 2D Gesture Recognition market size was valued at US$ 140 million in 2023 and is forecast to a readjusted size of USD 731 million by 2030 with a CAGR of 27.0% during review period.

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

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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.

This report is a detailed and comprehensive analysis for global 2D Gesture Recognition market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2024, are provided.

Key Features:

Global 2D Gesture Recognition market size and forecasts, in consumption value ($ Million), 2019-2030

Global 2D Gesture Recognition market size and forecasts by region and country, in consumption value ($ Million), 2019-2030

Global 2D Gesture Recognition market size and forecasts, by Type and by Application, in consumption value ($ Million), 2019-2030

Global 2D Gesture Recognition market shares of main players, in revenue ($ Million), 2019-2024

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for 2D Gesture Recognition

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

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This report profiles key players in the global 2D Gesture Recognition market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Microchip Technology, Megvii, Microsoft, Baidu, GestureTek, Sensetime, Ultraleap, Zienon, PointGrab, Crunchfish, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

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. This analysis can help you expand your business by targeting qualified niche markets.

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Market segment by Type

Static Gesture Recognition

Dynamic Gesture Recognition

Market segment by Application

Consumer Electronics

Game

Industrial and Building Automation

Others

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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 and Rest of Asia-Pacific)

South America (Brazil, 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:

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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 by Application, with consumption value and growth rate by Type, by 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, by Type and by Application, with consumption value, from 2024 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends, 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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