

# Global 3D Reconstruction Technology Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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# **Abstracts**

According to our (Global Info Research) latest study, the global 3D Reconstruction Technology market size was valued at US\$ 596 million in 2024 and is forecast to a readjusted size of USD 1448 million by 2031 with a CAGR of 13.7% during review period.

In computer vision and computer graphics, 3D reconstruction is the process of capturing the shape and appearance of real objects. This process can be accomplished either by active or passive methods. If the model is allowed to change its shape in time, this is referred to as non-rigid or spatio-temporal reconstruction.

Global key players of 3D reconstruction technology include Matterport, Autodesk, DroneDeploy (Infatics), etc. The top three players hold a share about 46%. North America is the largest market, has a share about 41%, followed by Asia-Pacific and Europe, with share 28% and 25%, separately.

This report is a detailed and comprehensive analysis for global 3D Reconstruction Technology 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 2025, are provided.

Key Features:



Global 3D Reconstruction Technology market size and forecasts, in consumption value (\$ Million), 2020-2031

Global 3D Reconstruction Technology market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global 3D Reconstruction Technology market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global 3D Reconstruction Technology market shares of main players, in revenue (\$ Million), 2020-2025

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 3D Reconstruction Technology

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

To assess competitive factors affecting the marketplace

This report profiles key players in the global 3D Reconstruction Technology 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 Matterport, Autodesk, DroneDeploy (Infatics), Airbus (Pixel Factory), Pix4D, Skyline Software Systems, Bentley Systems, Agisoft Metashape, Capturing Reality, PhotoModeler Technologies, etc.

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

Market segmentation

3D Reconstruction Technology market is split by Type and by Application. For the period 2020-2031, 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.



Market segment by Type 3D Reconstruction Software Based on Images and Video Based on 3D Scanning Market segment by Application Culture Heritage and Museum Films & Games Construction, Real Estate, Engineering Surveying Others (Medical, Education, etc.) Market segment by players, this report covers Matterport Autodesk DroneDeploy (Infatics) Airbus (Pixel Factory) Pix4D Skyline Software Systems **Bentley Systems** 

Agisoft Metashape



PhotoModeler Technologies

**Photometrix** SilVRcraft Technology Beike Realsee Technology Yiwo Technology SZ DJI Technology Shenzhen Yorktal Group EDDA Healthcare and Technology Dexin Medical Imageing Technology Blackboxcv 4Dage Technology Simactive 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:

Chapter 1, to describe 3D Reconstruction Technology product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of 3D Reconstruction Technology, with revenue, gross margin, and global market share of 3D Reconstruction Technology from 2020 to 2025.

Chapter 3, the 3D Reconstruction Technology 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 2020 to 2031

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 2020 to 2025.and 3D Reconstruction Technology market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of 3D Reconstruction Technology.

Chapter 13, to describe 3D Reconstruction Technology research findings and conclusion.



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