

Global Architecture and Design Virtual Reality Platform Supply, Demand and Key Producers, 2024-2030

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Abstracts

The global Architecture and Design Virtual Reality Platform market size is expected to reach \$ million by 2030, rising at a market growth of % CAGR during the forecast period (2024-2030).

Architecture and design virtual reality platform refers to a type of software and hardware tools that utilize virtual reality technology and is a platform specially designed for the field of architecture and design. These platforms are designed to provide immersive, interactive and visual experiences to assist architects, designers, engineers and other related professionals to better understand and communicate their creative ideas, planning solutions and spatial designs during the design process.

This report studies the global Architecture and Design Virtual Reality Platform demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Architecture and Design Virtual Reality Platform, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2023 as the base year. This report explores demand trends and competition, as well as details the characteristics of Architecture and Design Virtual Reality Platform that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Architecture and Design Virtual Reality Platform total market, 2019-2030, (USD Million)

Global Architecture and Design Virtual Reality Platform total market by region & country, CAGR, 2019-2030, (USD Million)

U.S. VS China: Architecture and Design Virtual Reality Platform total market, key domestic companies and share, (USD Million)

Global Architecture and Design Virtual Reality Platform revenue by player and market share 2019-2024, (USD Million)

Global Architecture and Design Virtual Reality Platform total market by Type, CAGR, 2019-2030, (USD Million)

Global Architecture and Design Virtual Reality Platform total market by Application, CAGR, 2019-2030, (USD Million).

This reports profiles major players in the global Architecture and Design Virtual Reality Platform 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 IrisVR, Enscape, Fuzor, The Wild, Matterport, Facebook Reality Labs, Trimble, Land F/X and Unity Technologies, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Architecture and Design Virtual Reality Platform market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2019-2030 by year with 2023 as the base year, 2024 as the estimate year, and 2025-2030 as the forecast year.

Global Architecture and Design Virtual Reality Platform Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Architecture and Design Virtual Reality Platform Market, Segmentation by Type

Architectural Design

Interior Design

Landscape Design

Global Architecture and Design Virtual Reality Platform Market, Segmentation by Application

Architectural Design and Planning

Interior Design

Client Presentations and Communications

Other

Companies Profiled:

IrisVR

Enscape

Fuzor

The Wild

Matterport

Facebook Reality Labs

Trimble

Land F/X

Unity Technologies

Epic Games

Autodesk

Sketchfab

Twinmotion

Procore Technologies

Key Questions Answered

1. How big is the global Architecture and Design Virtual Reality Platform market?
2. What is the demand of the global Architecture and Design Virtual Reality Platform market?
3. What is the year over year growth of the global Architecture and Design Virtual Reality Platform market?
4. What is the total value of the global Architecture and Design Virtual Reality Platform

market?

5. Who are the major players in the global Architecture and Design Virtual Reality Platform market?

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