

Global Photogrammetry Systems for Film and Gaming Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Photogrammetry Systems for Film and Gaming market size is expected to reach \$ 244 million by 2032, rising at a market growth of 10.3% CAGR during the forecast period (2026-2032).

Photogrammetry systems for film & gaming utilize optical, laser, or radar sensors and multi-view image reconstruction technology to enable digital solutions for 3D modeling, virtual filming, and motion capture of film and television scenes. The upstream industry chain encompasses hardware manufacturing such as high-precision sensors and 3D scanners, while the midstream segment includes film and television special effects companies, virtual production platforms, and motion capture service providers. The downstream industry connects with film and television production, game development, and entertainment venues such as theme parks. The industry's gross profit margin is approximately 60-75%.

Market drivers primarily include the following:

Technological iteration drives application scenario expansion

Deep learning algorithms improve feature point matching accuracy to sub-pixel level; real-time SLAM technology enables dynamic modeling on mobile devices; and consumer-grade drones increase single-flight data volume by 400%, boosting the efficiency of large-scale terrain mapping. Multispectral sensor fusion technology further expands vertical industry applications, such as agricultural vegetation health monitoring or oil and gas pipeline corrosion detection.

Explosive growth in industry digitalization demand

The film and television industry's demand for virtual production has surged. Unreal Engine 5 supports real-time photogrammetry asset import, shortening special effects production cycles by 40%. The game industry's shift towards open-world design necessitates the rapid generation of massive 3D scenes. The cultural heritage protection sector faces the risk of natural erosion affecting 60% of global historical sites, making high-precision scanning a core tool for replication and restoration.

Dual-driven policy and capital

Many countries have prioritized drone mapping and digital twins as key development areas, introducing supportive policies to lower industry entry barriers. For example, China issued the 'Interim Regulations on the Management of Unmanned Aerial Vehicle Flights,' providing standardized guarantees for drone remote sensing technology; the United States promoted high-resolution mapping technology research and development through the 'National Space Intelligence Agency Strategic Plan.' In terms of capital, the widespread adoption of 5G, IoT, and cloud computing technologies provides infrastructure for real-time data transmission and large-scale storage, attracting more investors to invest in industry chain integration and technology research and development.

This report studies the global Photogrammetry Systems for Film and Gaming demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Photogrammetry Systems for Film and Gaming, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Photogrammetry Systems for Film and Gaming that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Photogrammetry Systems for Film and Gaming total market, 2021-2032, (USD Million)

Global Photogrammetry Systems for Film and Gaming total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Photogrammetry Systems for Film and Gaming total market, key domestic companies, and share, (USD Million)

Global Photogrammetry Systems for Film and Gaming revenue by player, revenue and

market share 2021-2026, (USD Million)

Global Photogrammetry Systems for Film and Gaming total market by Type, CAGR, 2021-2032, (USD Million)

Global Photogrammetry Systems for Film and Gaming total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Photogrammetry Systems for Film and Gaming 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 Hexagon^{SE}, Trimble^{US}, Autodesk^{US}, Pix4D^{CH}, BAE Systems^{GB}, Bentley Systems^{US}, GreenValley International^{US}, PhotoModeler Technologies^{CA}, PMS AG^{CH}, Datumate Ltd.^{IL}, 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 Photogrammetry Systems for Film and Gaming 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 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Photogrammetry Systems for Film and Gaming Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Photogrammetry Systems for Film and Gaming Market, Segmentation by Type:

3D Reconstruction Software

Based on Images and Video

Based on 3D Scanning

Global Photogrammetry Systems for Film and Gaming Market, Segmentation by Technology:

Stationary Photogrammetry

Dynamic Photogrammetry

Global Photogrammetry Systems for Film and Gaming Market, Segmentation by Accuracy:

Millimeter-level accuracy ($\pm 10\text{mm}$)

Micrometer-level accuracy ($\pm 10\text{ }\mu\text{m}$)

Global Photogrammetry Systems for Film and Gaming Market, Segmentation by Application:

Film

Games

Other

Companies Profiled:

Hexagon?SE?

Trimble?US?

Autodesk?US?

Pix4D?CH?

BAE Systems?GB?

Bentley Systems?US?

GreenValley International?US ?

PhotoModeler Technologies?CA?

PMS AG?CH?

Datamate Ltd.?IL?

SimActive?CA?

Geodetic?US ?

Skyline Software Systems?US?

Agisoft LLC?RU?

3Dflow?IT?

Capturing Reality?SK?

Drones Made Easy?US?

Shining 3D?CHN?

Scantech?CHN?

Toprise?JP?

SYCATUS?JP?

Key Questions Answered

1. How big is the global Photogrammetry Systems for Film and Gaming market?
2. What is the demand of the global Photogrammetry Systems for Film and Gaming market?
3. What is the year over year growth of the global Photogrammetry Systems for Film and Gaming market?
4. What is the total value of the global Photogrammetry Systems for Film and Gaming market?
5. Who are the Major Players in the global Photogrammetry Systems for Film and Gaming market?
6. What are the growth factors driving the market demand?

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