

Global Radar Scene Emulator and Radar Target Simulator Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Radar Scene Emulator and Radar Target Simulator market size was valued at US\$ 422 million in 2025 and is forecast to a readjusted size of US\$ 844 million by 2032 with a CAGR of 10.2% during review period.

Radar Scene Emulators and Radar Target Simulators are specialised test and validation systems designed to generate controlled, repeatable and calibrated radar echoes or radar scenes for radar sensors, radar modules, radar systems and radar perception algorithms. They typically combine RF receive-and-retransmit architectures, digital IF processing, fibre-optic or electronic delay, Doppler shifting, radar cross-section control, angular emulation, antenna-array front ends and real-time scenario-control software. The core purpose is to reproduce target range, relative velocity, RCS, angle of arrival, target trajectory and multi-object radar scenes in a laboratory, anechoic chamber, hardware-in-the-loop, vehicle-in-the-loop, production-line or defence test environment. The product scope mainly covers single-target simulators, multi-target automotive millimetre-wave radar target simulators, radar echo generators, radar scene emulator screens, electronically steered antenna-array simulators, radar environment simulators and target-generation subsystems embedded in radar production test benches. Mainstream automotive applications are concentrated around 24 GHz, 60 GHz and 76-81 GHz radar bands, while aerospace and defence applications may cover a much broader RF spectrum.

Indicative pricing ranges from several thousand to tens of thousands of US dollars for compact Doppler or handheld target simulators, from roughly one hundred thousand to several hundred thousand US dollars for production-oriented automotive radar test

systems, and from several hundred thousand to several million US dollars for high-end multi-target RTS and full-scene RSE systems.

Based on our research, the Radar Scene Emulator and Radar Target Simulator market should not be treated as a generic electronic test instrument segment. It is a specialised equipment market sitting at the intersection of radar sensing, millimetre-wave RF engineering, real-time signal processing, target modelling, hardware-in-the-loop validation and production test automation. As automotive radar evolves from basic adaptive cruise control and blind-spot detection towards 4D imaging, multi-radar fusion, short-range high-resolution sensing and complex urban perception, conventional road testing, static corner reflectors and single-target setups are no longer sufficient. The commercial value of RSE and RTS systems lies in transforming rare, dangerous, costly or hard-to-repeat real-world radar scenarios into controlled laboratory and production environments.

From a supply-side perspective, the global competitive structure is layered. Keysight and Rohde & Schwarz are among the most visible high-end suppliers in automotive radar scene and target emulation. dSPACE, NI, Konrad Technologies and NOFFZ occupy strong positions where radar target simulation is embedded into HIL, production test, automation and vehicle engineering workflows. Mercury Systems, Kratos, Intersoft Electronics, Safran, Eastern OptX and ARESIA serve defence, aerospace and radar-system-level validation use cases. Japanese suppliers such as KEYCOM and Microwave Factory, together with German and US specialty vendors such as perisens, ERAVANT and QuinStar, demonstrate that there remains a meaningful base of specialised regional and niche suppliers. In mainland China, Beijing LCRT and Racobit already show credible local product evidence, but their financial disclosure, global service network and international reference visibility remain more limited than those of established Western suppliers.

Demand is most visibly driven by automotive radar validation. European general vehicle safety rules and US AEB requirements are raising the importance of robust and repeatable testing for forward collision warning, automatic emergency braking, pedestrian detection and broader ADAS functions. At the same time, higher radar content per vehicle, migration toward 76-81 GHz, 4D imaging radar, corner radar and short-range radar architectures are expanding the need for laboratory-based radar target simulation, production-line calibration and system-level HIL or ViL validation. Defence and aerospace applications are smaller in unit volume but typically carry higher system prices and higher customisation intensity, making them an important contributor to value rather than volume.

From a technology-route perspective, the industry is moving from single-target, fixed-distance or mechanically assisted simulation toward multi-target, close-range, high-bandwidth, wide-FOV, electronically steered, real-time and scene-level radar emulation. Keysight's RSE represents a multi-pixel full-scene emulation route. Rohde & Schwarz's AREG800A and QAT100 architecture represents a radar echo generator combined with an electronically steerable antenna-array front end. dSPACE and NI-linked ecosystems place stronger emphasis on integration with HIL, vehicle simulation, automation and production workflows. Over the next cycle, competition will be defined not only by RF specifications, but also by scene fidelity, calibration repeatability, software openness, production throughput, close-range emulation capability and the ability to fit into customer validation processes.

The outlook remains constructive, although the market should be assessed with disciplined scope control. If generic signal generators, anechoic chambers, ADAS HIL platforms, radar testing services and radar sensors themselves are included, the apparent market size becomes much larger but less analytically useful. Under the narrower equipment scope adopted in this report, RSE/RTS remains a several-hundred-million-dollar global market with high technical intensity and strong growth potential. Future growth will be led by advanced ADAS validation, 4D imaging radar production, Tier 1 radar manufacturing, regulatory pressure for functional safety, and defence radar modernisation. Large suppliers are likely to reinforce their position through platform-based systems and software ecosystems, while smaller companies will continue to compete through lower-cost products, specific frequency coverage, portability, customisation and local service responsiveness.

This report is a detailed and comprehensive analysis for global Radar Scene Emulator and Radar Target Simulator market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Product Function 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 Radar Scene Emulator and Radar Target Simulator market size and forecasts, in consumption value (\$ Million), sales quantity (Units), and average selling prices (K

US\$/Unit), 2021-2032

Global Radar Scene Emulator and Radar Target Simulator market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Units), and average selling prices (K US\$/Unit), 2021-2032

Global Radar Scene Emulator and Radar Target Simulator market size and forecasts, by Product Function and by Application, in consumption value (\$ Million), sales quantity (Units), and average selling prices (K US\$/Unit), 2021-2032

Global Radar Scene Emulator and Radar Target Simulator market shares of main players, shipments in revenue (\$ Million), sales quantity (Units), and ASP (K US\$/Unit), 2021-2026

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 Radar Scene Emulator and Radar Target Simulator

- 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 Radar Scene Emulator and Radar Target Simulator market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Rohde & Schwarz, Keysight Technologies, dSPACE, NI, Mercury Systems, Konrad Technologies, NOFFZ Technologies, Kratos RT Logic, Intersoft Electronics, Safran Group, etc.

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

Market Segmentation

Radar Scene Emulator and Radar Target Simulator market is split by Product Function and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Product Function, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Product Function

- Single-target Radar Target Simulator

- Multi-target Radar Target Simulator

- Radar Scene Emulator

- Radar Environment / Target Generator

Market segment by Technology Architecture

- RF Receive-and-Retransmit Architecture

- Digital IF / FPGA-based Simulation

- RF-over-Fiber / Delay-line Simulation

- Electronic Antenna Array / Scene Screen

- Other

Market segment by Radar Frequency Band

- 24 GHz Radar Simulation

- 60 GHz Radar Simulation

- 76?81 GHz Automotive Radar Simulation

- Other

Market segment by Application

Automotive ADAS / Autonomous Driving

Radar Sensor Production Test

Aerospace and Defense Radar Testing

Industrial, Rail and Security Radar Testing

Other

Major players covered

Rohde & Schwarz

Keysight Technologies

dSPACE

NI

Mercury Systems

Konrad Technologies

NOFFZ Technologies

Kratos RT Logic

Intersoft Electronics

Safran Group

KEYCOM Corporation

Beijing LCRT

Tianjin Racobit

Microwave Factory

perisens

ERAVANT

Eastern OptX

QuinStar Technology

smartmicro

Ultrontek

RFbeam Microwave

ARESIA

Mi-Wave

AMG Microwave

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

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

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

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Radar Scene Emulator and Radar Target Simulator product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Radar Scene Emulator and Radar Target Simulator, with price, sales quantity, revenue, and global market share of Radar Scene Emulator and Radar Target Simulator from 2021 to 2026.

Chapter 3, the Radar Scene Emulator and Radar Target Simulator competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Radar Scene Emulator and Radar Target Simulator breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Product Function and by Application, with sales market share and growth rate by Product Function, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and Radar Scene Emulator and Radar Target Simulator market forecast, by regions, by Product Function, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Radar Scene Emulator and Radar Target Simulator.

Chapter 14 and 15, to describe Radar Scene Emulator and Radar Target Simulator sales channel, distributors, customers, research findings and conclusion.

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