

# Global VPU for VR and AR Supply, Demand and Key Producers, 2023-2029

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## Abstracts

The global VPU for VR and AR market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

VPU is a highly customized chip for visual tasks, with a heterogeneous and complex structure specifically designed for image processing, computer vision, and deep learning intersection points. This report studies video processing chips for VR and AR.

This report studies the global VPU for VR and AR production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for VPU for VR and AR, and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of VPU for VR and AR that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global VPU for VR and AR total production and demand, 2018-2029, (K Pcs)

Global VPU for VR and AR total production value, 2018-2029, (USD Million)

Global VPU for VR and AR production by region & country, production, value, CAGR, 2018-2029, (USD Million) & (K Pcs)

Global VPU for VR and AR consumption by region & country, CAGR, 2018-2029 & (K

Pcs)

U.S. VS China: VPU for VR and AR domestic production, consumption, key domestic manufacturers and share

Global VPU for VR and AR production by manufacturer, production, price, value and market share 2018-2023, (USD Million) & (K Pcs)

Global VPU for VR and AR production by Type, production, value, CAGR, 2018-2029, (USD Million) & (K Pcs)

Global VPU for VR and AR production by Application production, value, CAGR, 2018-2029, (USD Million) & (K Pcs).

This reports profiles key players in the global VPU for VR and AR market based on the following parameters – company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include AMD, Qualcomm, ARM, Intel, NXP, Inuitive, Media Tek, Andes Technology Corporation and Allwinner, 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 VPU for VR and AR market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Pcs) and average price (US\$/Pcs) by manufacturer, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global VPU for VR and AR Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

#### Global VPU for VR and AR Market, Segmentation by Type

12nm

16nm

Other

#### Global VPU for VR and AR Market, Segmentation by Application

VR

AR

#### Companies Profiled:

AMD

Qualcomm

ARM

Intel

NXP

Inuitive

Media Tek

Andes Technology Corporation

Allwinner

Rockchip

Actions Technology

NETINT

Hunan Goke Microelectronics

### Key Questions Answered

1. How big is the global VPU for VR and AR market?
2. What is the demand of the global VPU for VR and AR market?
3. What is the year over year growth of the global VPU for VR and AR market?
4. What is the production and production value of the global VPU for VR and AR market?
5. Who are the key producers in the global VPU for VR and AR market?

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