

Global VR Content Creation Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

<https://marketpublishers.com/r/GDA1F0C5062GEN.html>

Date: December 2018

Pages: 120

Price: US\$ 3,480.00 (Single User License)

ID: GDA1F0C5062GEN

Abstracts

VR content creation can be realised through various tools in the making of virtual assets, for instance, cinematic views and applications. The development of the VR tools is thus considered as the most important advancement, which enabled the customer?s to design their 3D ideas in an efficient way.

SCOPE OF THE REPORT:

The global VR Content Creation market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of VR Content Creation.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the VR Content Creation market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the VR Content Creation market by product type and applications/end industries.

Market Segment by Companies, this report covers

Blippar

360 Labs

Matterport

Koncept VR

SubVRsive

Panedia

Voxelus

Vizor

Wevr

WeMakeVR

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

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

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Videos

360 Degree Photos

Games

Market Segment by Applications, can be divided into

Travel, Hospitality and Events

Media and Entertainment

Retail

Gaming

Automotive

Others

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