

# **Visual Computing Marketbased on By Component (Software And Hardware), By Display Platform (Monitors, Interactive Whiteboards, And Others), And By Industry (Media & Entertainment, Automotive, Healthcare, Gaming, And Others), Regional Outlook—Global Forecast up to 2030**

<https://marketpublishers.com/r/VF7CA806520BEN.html>

Date: April 2024

Pages: 149

Price: US\$ 4,500.00 (Single User License)

ID: VF7CA806520BEN

## **Abstracts**

In order to find and gather data relevant for a technical, business-oriented, and market-oriented study of artificial intelligence in the computer vision market, this research project used a wide range of secondary sources, directories, and databases, including Hoovers, Bloomberg, Businessweek, Factiva, and OneSource. The primary sources included a number of industry experts from core and allied fields as well as preferred manufacturers, distributors, service providers, tech developers, and suppliers from all points along the AI value chain in the computer vision ecosystem.

Key industry participants, subject matter experts (SMEs), C-level executives of major market players, and industry consultants were among the primary respondents with whom in-depth interviews were conducted in order to gather and validate crucial qualitative and quantitative data for evaluating the prospects of the future market.

After learning about the current state of the AI in computer vision market through secondary research, a significant amount of primary research was carried out. Experts from the demand and supply sides in each of the four main regions—North America, Europe, Asia Pacific, and the Rest of the World—were interviewed in multiple primary interviews. Emails, phone interviews, and questionnaires were used to gather this primary data.

Many secondary sources have been consulted during the secondary research process in order to locate and gather data crucial to this investigation. Annual reports, press announcements, investor presentations, white papers, journals, certified publications, articles by reputable writers, websites, directories, and databases are some examples of secondary sources. Important data regarding the industry's supply chain, the market's value chain, the entire group of important players, market segmentation based on industry trends (down to the lowest level), geographical markets, and significant advancements from both a market- and a technology-oriented standpoint have been gathered through secondary research. The total market size has been determined by gathering and analyzing secondary data, and primary research has further confirmed this estimate.

Visual Computing Market based on Component:

Software

Hardware

Visual Computing Market based on Display platform:

Monitors

Interactive Whiteboards

Others

Visual Computing Market based on Industry:

Media and Entertainment

Automotive

Healthcare

Gaming

Others

## Visual Computing Market based on Geography:

North America

US

Canada

Europe

Germany

UK

France

Italy

Spain

Rest of Europe (RoE)

Asia Pacific (APAC)

China

Japan

India

Australia

South Korea

Rest of Asia Pacific (RoAPAC)

Latin America (LATAM)

Brazil

Argentina

Rest of South America

Middle East and Africa (MEA)

UAE

Turkey

Saudi Arabia

South Africa

Rest of Middle East & Africa

One of the main factors propelling the growth of the AI in computer vision market is the rising desire for efficiency and automation. Businesses may increase the accuracy of their decision-making processes and save time and money by implementing automation and efficiency. For this reason, a lot of industries—manufacturing being one example—are already using AI computer vision technologies to automate their procedures and boost productivity. For example, computer vision systems can be used in factories to inspect goods and find flaws. This increases productivity and lowers waste by enabling them to identify and resolve production-related problems more swiftly and efficiently.

One of the main obstacles to the market's expansion is the high cost of purchasing and integrating AI computer vision technologies. AI computer vision system development and implementation can be costly, frequently needing specialized hardware, software, and technical know-how. For companies unfamiliar with AI computer vision, acquiring and deploying these systems can be expensive, involving expenses for hardware, software licensing, and technical assistance. Furthermore, companies might have to spend money on programs for training and development in order to increase their technical proficiency with these systems.

AI computer vision is a rapidly developing topic with many potential uses. Manufacturing, logistics, and agriculture are just a few industries that stand to gain greatly from the use of this technology. AI computer vision is utilized in agriculture to automate a number of tasks, including disease identification, yield prediction, and crop monitoring. Images of crops can be analyzed by AI algorithms to reveal details about their growth, health, and potential yield. Farmers can use this information to better understand how to take care of their crops and enhance their output.

One of the biggest problems the industry is experiencing is keeping AI computer vision systems transparent and trustworthy. The results of AI computer vision systems can have a big influence on people and society in important applications like healthcare and security. Consequently, it is imperative to guarantee that these systems exhibit dependability, precision, and transparency in their decision-making procedures. Ensuring that the data used to train AI computer vision systems accurately represents the population to whom it is being applied is a significant challenge in upholding trust and transparency. A biased training set of data may cause the system to make biased conclusions that have the unintended effect of discrimination or other issues.

This report illustrates the most vital attributes of the Visual Computing Market, which are driving and providing opportunities.

This research gives an in-depth analysis of the Visual Computing Market growth on the basis of several segments in the market.

This report presents the predictions of the past and present trends of the Visual Computing Market.

This study also presents the competitive analysis, such as key strategies and capabilities of major players of the Visual Computing Market.

## Contents

### **1. EXECUTIVE SUMMARY**

### **2. INDUSTRY OUTLOOK**

2.1. Industry Overview

2.2. Industry Trends

### **3. MARKET SNAPSHOT**

3.1. Market Definition

3.2. Market Outlook

3.2.1. Porter Five Forces

3.3. Related Markets

### **4. MARKET CHARACTERISTICS**

4.1. Market Overview

4.2. Market Segmentation

4.3. Market Dynamics

4.3.1. Drivers

4.3.2. Restraints

4.3.3. Opportunities

4.4. DRO - Impact Analysis

### **5. COMPONENT: MARKET SIZE & ANALYSIS**

5.1. Overview

5.2. Software

5.3. Hardware

### **6. DISPLAY PLATFORM: MARKET SIZE & ANALYSIS**

6.1. Overview

6.2. Monitors

6.3. Interactive Whiteboards

6.4. Others

## **7. INDUSTRY: MARKET SIZE & ANALYSIS**

- 7.1. Overview
- 7.2. Media and Entertainment
- 7.3. Automotive
- 7.4. Healthcare
- 7.5. Gaming

## **8. OTHERS**

## **9. GEOGRAPHY: MARKET SIZE & ANALYSIS**

- 9.1. Overview
- 9.2. North America (U.S., Mexico, Canada)
- 9.3. Europe (France, Germany, UK, Italy, Netherlands, Spain, Russia, Rest of Europe)
- 9.4. Asia Pacific (Japan, China, India, Australia, South East Asia, Rest of APAC)
- 9.5. Latin America (Brazil, Argentina)
- 9.6. Middle East & Africa (Saudi Arabia, UAE, South Africa, Rest of Middle East and Africa)

## **10. COMPETITIVE LANDSCAPE**

- 10.1. Competitor Comparison Analysis
- 10.2. Market Developments
  - 10.2.1. Mergers and Acquisitions, Legal, Awards, Partnerships
  - 10.2.2. Product Launches and execution

## **11. VENDOR PROFILES**

- 11.1. NVIDIA
  - 11.1.1. Overview
  - 11.1.2. Financial Overview
  - 11.1.3. Product Offerings
  - 11.1.4. Developments
  - 11.1.5. Business Strategy
- 11.2. INTEL
  - 11.2.1. Overview
  - 11.2.2. Financial Overview
  - 11.2.3. Product Offerings

- 11.2.4. Developments
- 11.2.5. Business Strategy
- 11.3. ADVANCED MICRO DEVICES
  - 11.3.1. Overview
  - 11.3.2. Financial Overview
  - 11.3.3. Product Offerings
  - 11.3.4. Developments
  - 11.3.5. Business Strategy
- 11.4. ARM
  - 11.4.1. Overview
  - 11.4.2. Financial Overview
  - 11.4.3. Product Offerings
  - 11.4.4. Developments
  - 11.4.5. Business Strategy
- 11.5. IMAGINATION TECHNOLOGIES.
  - 11.5.1. Overview
  - 11.5.2. Financial Overview
  - 11.5.3. Product Offerings
  - 11.5.4. Developments
  - 11.5.5. Business Strategy
- 11.6. MATROX
  - 11.6.1. Overview
  - 11.6.2. Financial Overview
  - 11.6.3. Product Offerings
  - 11.6.4. Developments
  - 11.6.5. Business Strategy
- 11.7. BIODIGITAL
  - 11.7.1. Overview
  - 11.7.2. Financial Overview
  - 11.7.3. Product Offerings
  - 11.7.4. Developments
  - 11.7.5. Business Strategy
- 11.8. EXXACT
  - 11.8.1. Overview
  - 11.8.2. Financial Overview
  - 11.8.3. Product Offerings
  - 11.8.4. Developments
  - 11.8.5. Business Strategy
- 11.9. CUBIX



- 11.9.1. Overview
- 11.9.2. Financial Overview
- 11.9.3. Product Offerings
- 11.9.4. Developments
- 11.9.5. Business Strategy
- 11.10. SOFTKINETIC
  - 11.10.1. Overview
  - 11.10.2. Financial Overview
  - 11.10.3. Product Offerings
  - 11.10.4. Developments
  - 11.10.5. Business Strategy

## **12. ANALYST OPINION**

## **13. ANNEXURE**

- 13.1. Report Scope
- 13.2. Market Definitions
- 13.3. Research Methodology
  - 13.3.1. Data Collation and In-house Estimation
  - 13.3.2. Market Triangulation
  - 13.3.3. Forecasting
- 13.4. Report Assumptions
- 13.5. Declarations
- 13.6. Stakeholders
- 13.7. Abbreviations

### Tables

TABLE 1. VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 2. VISUAL COMPUTING MARKET VALUE FOR SOFTWARE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 3. VISUAL COMPUTING MARKET VALUE FOR HARDWARE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 4. VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 5. VISUAL COMPUTING MARKET VALUE FOR MONITORS, 2021-2030 (USD BILLION)

TABLE 6. VISUAL COMPUTING MARKET VALUE FOR INTERACTIVE WHITEBOARDS, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 7. VISUAL COMPUTING MARKET VALUE FOR OTHERS, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 8. VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 9. VISUAL COMPUTING MARKET VALUE FOR MEDIA AND ENTERTAINMENT, 2021-2030 (USD BILLION)

TABLE 10. VISUAL COMPUTING MARKET VALUE FOR AUTOMOTIVE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 11. VISUAL COMPUTING MARKET VALUE FOR HEALTHCARE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 12. VISUAL COMPUTING MARKET VALUE FOR GAMING, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 13. VISUAL COMPUTING MARKET VALUE FOR OTHERS, BY GEOGRAPHY, 2021-2030 (USD BILLION)

TABLE 14. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY COUNTRY, 2021-2030 (USD BILLION)

TABLE 15. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 16. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 17. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 18. U.S VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 19. U.S VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 20. U.S VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 21. CANADA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 22. CANADA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 23. CANADA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 24. MEXICO VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 25. MEXICO VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 26. MEXICO VISUAL COMPUTING MARKET VALUE, BY INDUSTRY,

2021-2030 (USD BILLION)

TABLE 27. EUROPE VISUAL COMPUTING MARKET VALUE, BY COUNTRY,  
2021-2030 (USD BILLION)

TABLE 28. EUROPE VISUAL COMPUTING MARKET VALUE, BY DISPLAY  
PLATFORM, 2021-2030 (USD BILLION)

TABLE 29. EUROPE VISUAL COMPUTING MARKET VALUE, BY COMPONENT,  
2021-2030 (USD BILLION)

TABLE 30. EUROPE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY,  
2021-2030 (USD BILLION)

TABLE 31. GERMANY VISUAL COMPUTING MARKET VALUE, BY DISPLAY  
PLATFORM, 2021-2030 (USD BILLION)

TABLE 32. GERMANY VISUAL COMPUTING MARKET VALUE, BY COMPONENT,  
2021-2030 (USD BILLION)

TABLE 33. GERMANY VISUAL COMPUTING MARKET VALUE, BY INDUSTRY,  
2021-2030 (USD BILLION)

TABLE 34. U.K VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM,  
2021-2030 (USD BILLION)

TABLE 35. U.K VISUAL COMPUTING MARKET VALUE, BY COMPONENT,  
2021-2030 (USD BILLION)

TABLE 36. U.K VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030  
(USD BILLION)

TABLE 37. FRANCE VISUAL COMPUTING MARKET VALUE, BY DISPLAY  
PLATFORM, 2021-2030 (USD BILLION)

TABLE 38. FRANCE VISUAL COMPUTING MARKET VALUE, BY COMPONENT,  
2021-2030 (USD BILLION)

TABLE 39. FRANCE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY,  
2021-2030 (USD BILLION)

TABLE 40. ITALY VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM,  
2021-2030 (USD BILLION)

TABLE 41. ITALY VISUAL COMPUTING MARKET VALUE, BY COMPONENT,  
2021-2030 (USD BILLION)

TABLE 42. ITALY VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030  
(USD BILLION)

TABLE 43. SPAIN VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM,  
2021-2030 (USD BILLION)

TABLE 44. SPAIN VISUAL COMPUTING MARKET VALUE, BY COMPONENT,  
2021-2030 (USD BILLION)

TABLE 45. SPAIN VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030  
(USD BILLION)

TABLE 46. ROE VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 47. ROE VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 48. ROE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 49. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY COUNTRY, 2021-2030 (USD BILLION)

TABLE 50. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 51. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 52. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 53. CHINA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 54. CHINA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 55. CHINA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 56. INDIA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 57. INDIA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 58. INDIA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 59. JAPAN VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 60. JAPAN VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 61. JAPAN VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 62. REST OF APAC VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 63. REST OF APAC VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 64. REST OF APAC VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 65. LATIN AMERICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY

PLATFORM, 2021-2030 (USD BILLION)

TABLE 66. LATIN AMERICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 67. LATIN AMERICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 68. BRAZIL VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 69. BRAZIL VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 70. BRAZIL VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 71. ARGENTINA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 72. ARGENTINA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 73. ARGENTINA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 74. MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 75. MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 76. MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 77. SAUDI ARABIA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 78. SAUDI ARABIA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 79. SAUDI ARABIA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 80. UAE VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 81. UAE VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 82. UAE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 83. REST OF MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

TABLE 84. REST OF MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

TABLE 85. REST OF MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

TABLE 86. FIBROCELL SCIENCE INC.: FINANCIALS

TABLE 87. FIBROCELL SCIENCE INC.: PRODUCTS & SERVICES

TABLE 88. FIBROCELL SCIENCE INC.: RECENT DEVELOPMENTS

TABLE 89. NVIDIA: FINANCIALS

TABLE 90. NVIDIA: PRODUCTS & SERVICES

TABLE 91. NVIDIA: RECENT DEVELOPMENTS

TABLE 92. INTEL: FINANCIALS

TABLE 93. INTEL: PRODUCTS & SERVICES

TABLE 94. INTEL: RECENT DEVELOPMENTS

TABLE 95. ADVANCED MICRO DEVICES : FINANCIALS

TABLE 96. ADVANCED MICRO DEVICES : PRODUCTS & SERVICES

TABLE 97. ADVANCED MICRO DEVICES : RECENT DEVELOPMENTS

TABLE 98. ARM: FINANCIALS

TABLE 99. ARM: PRODUCTS & SERVICES

TABLE 100. ARM: RECENT DEVELOPMENTS

TABLE 101. IMAGINATION TECHNOLOGIES: FINANCIALS

TABLE 102. IMAGINATION TECHNOLOGIES: PRODUCTS & SERVICES

TABLE 103. IMAGINATION TECHNOLOGIES: RECENT DEVELOPMENTS

TABLE 104. MATROXFINANCIALS

TABLE 105. MATROX: PRODUCTS & SERVICES

TABLE 106. MATROX: DEVELOPMENTS

TABLE 107. BIODIGITAL: FINANCIALS

TABLE 108. BIODIGITAL: PRODUCTS & SERVICES

TABLE 109. BIODIGITAL: RECENT DEVELOPMENTS

TABLE 110. EXXACT: FINANCIALS

TABLE 111. EXXACT: PRODUCTS & SERVICES

TABLE 112. EXXACT: RECENT DEVELOPMENTS

TABLE 113. CUBIX: FINANCIALS

TABLE 114. CUBIX: PRODUCTS & SERVICES

TABLE 115. CUBIX: RECENT DEVELOPMENTS

Charts

CHART. 1. VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 2. VISUAL COMPUTING MARKET VALUE FOR SOFTWARE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 3. VISUAL COMPUTING MARKET VALUE FOR HARDWARE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 4. VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 5. VISUAL COMPUTING MARKET VALUE FOR MONITORS, 2021-2030 (USD BILLION)

CHART. 6. VISUAL COMPUTING MARKET VALUE FOR INTERACTIVE WHITEBOARDS, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 7. VISUAL COMPUTING MARKET VALUE FOR OTHERS, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 8. VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 9. VISUAL COMPUTING MARKET VALUE FOR MEDIA AND ENTERTAINMENT, 2021-2030 (USD BILLION)

CHART. 10. VISUAL COMPUTING MARKET VALUE FOR AUTOMOTIVE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 11. VISUAL COMPUTING MARKET VALUE FOR HEALTHCARE, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 12. VISUAL COMPUTING MARKET VALUE FOR GAMING, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 13. VISUAL COMPUTING MARKET VALUE FOR OTHERS, BY GEOGRAPHY, 2021-2030 (USD BILLION)

CHART. 14. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY COUNTRY, 2021-2030 (USD BILLION)

CHART. 15. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 16. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 17. NORTH AMERICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 18. U.S VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 19. U.S VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 20. U.S VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 21. CANADA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 22. CANADA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 23. CANADA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY,

2021-2030 (USD BILLION)

CHART. 24. MEXICO VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 25. MEXICO VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 26. MEXICO VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 27. EUROPE VISUAL COMPUTING MARKET VALUE, BY COUNTRY, 2021-2030 (USD BILLION)

CHART. 28. EUROPE VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 29. EUROPE VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 30. EUROPE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 31. GERMANY VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 32. GERMANY VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 33. GERMANY VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 34. U.K VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 35. U.K VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 36. U.K VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 37. FRANCE VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 38. FRANCE VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 39. FRANCE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 40. ITALY VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 41. ITALY VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 42. ITALY VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)



- CHART. 43. SPAIN VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)
- CHART. 44. SPAIN VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)
- CHART. 45. SPAIN VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)
- CHART. 46. ROE VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)
- CHART. 47. ROE VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)
- CHART. 48. ROE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)
- CHART. 49. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY COUNTRY, 2021-2030 (USD BILLION)
- CHART. 50. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)
- CHART. 51. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)
- CHART. 52. ASIA PACIFIC VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)
- CHART. 53. CHINA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)
- CHART. 54. CHINA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)
- CHART. 55. CHINA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)
- CHART. 56. INDIA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)
- CHART. 57. INDIA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)
- CHART. 58. INDIA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)
- CHART. 59. JAPAN VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)
- CHART. 60. JAPAN VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)
- CHART. 61. JAPAN VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)
- CHART. 62. REST OF APAC VISUAL COMPUTING MARKET VALUE, BY DISPLAY

PLATFORM, 2021-2030 (USD BILLION)

CHART. 63. REST OF APAC VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 64. REST OF APAC VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 65. LATIN AMERICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 66. LATIN AMERICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 67. LATIN AMERICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 68. BRAZIL VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 69. BRAZIL VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 70. BRAZIL VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 71. ARGENTINA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 72. ARGENTINA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 73. ARGENTINA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 74. MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 75. MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 76. MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 77. SAUDI ARABIA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 78. SAUDI ARABIA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 79. SAUDI ARABIA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 80. UAE VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 81. UAE VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 82. UAE VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 83. REST OF MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY DISPLAY PLATFORM, 2021-2030 (USD BILLION)

CHART. 84. REST OF MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY COMPONENT, 2021-2030 (USD BILLION)

CHART. 85. REST OF MIDDLE EAST AND AFRICA VISUAL COMPUTING MARKET VALUE, BY INDUSTRY, 2021-2030 (USD BILLION)

CHART. 86. FIBROCELL SCIENCE INC.: FINANCIALS

CHART. 87. FIBROCELL SCIENCE INC.: PRODUCTS & SERVICES

CHART. 88. FIBROCELL SCIENCE INC.: RECENT DEVELOPMENTS

CHART. 89. NVIDIA: FINANCIALS

CHART. 90. NVIDIA: PRODUCTS & SERVICES

CHART. 91. NVIDIA: RECENT DEVELOPMENTS

CHART. 92. INTEL: FINANCIALS

CHART. 93. INTEL: PRODUCTS & SERVICES

CHART. 94. INTEL: RECENT DEVELOPMENTS

CHART. 95. ADVANCED MICRO DEVICES : FINANCIALS

CHART. 96. ADVANCED MICRO DEVICES : PRODUCTS & SERVICES

CHART. 97. ADVANCED MICRO DEVICES : RECENT DEVELOPMENTS

CHART. 98. ARM: FINANCIALS

CHART. 99. ARM: PRODUCTS & SERVICES

CHART. 100. ARM: RECENT DEVELOPMENTS

CHART. 101. IMAGINATION TECHNOLOGIES: FINANCIALS

CHART. 102. IMAGINATION TECHNOLOGIES: PRODUCTS & SERVICES

CHART. 103. IMAGINATION TECHNOLOGIES: RECENT DEVELOPMENTS

CHART. 104. MATROX: FINANCIALS

CHART. 105. MATROX: PRODUCTS & SERVICES

CHART. 106. MATROX: DEVELOPMENTS

CHART. 107. BIODIGITAL: FINANCIALS

CHART. 108. BIODIGITAL: PRODUCTS & SERVICES

CHART. 109. BIODIGITAL: RECENT DEVELOPMENTS

CHART. 110. EXXACT: FINANCIALS

CHART. 111. EXXACT: PRODUCTS & SERVICES

CHART. 112. EXXACT: RECENT DEVELOPMENTS

CHART. 113. CUBIX: FINANCIALS

CHART. 114. CUBIX: PRODUCTS & SERVICES

CHART. 115. CUBIX: RECENT DEVELOPMENTS

## I would like to order

Product name: Visual Computing Marketbased on By Component (Software And Hardware), By Display Platform (Monitors, Interactive Whiteboards, And Others), And By Industry (Media & Entertainment, Automotive, Healthcare, Gaming, And Others), Regional Outlook– Global Forecast up to 2030

Product link: <https://marketpublishers.com/r/VF7CA806520BEN.html>

Price: US\$ 4,500.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/VF7CA806520BEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below  
and fax the completed form to +44 20 7900 3970