

3D Motion Capture System Market - Forecasts from 2017 to 2022

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Abstracts

Global 3D motion capture system market is projected to expand at a CAGR of 11.31% to reach US\$181.913 million by 2022, from US\$106.471 million in 2017. 3D motion capture systems are used to record the real-time motion of an object or an individual to obtain the desired level of animation by using various devices such as high-quality sensors, cameras, wearables, and communication devices. Growing global gamer population is one of the key drivers of 3D motion capture system market. Rising 3D content creation apps coupled with rising demand for VR (virtual reality) experience in gaming is augmenting the demand for 3D motion capture systems. Rising aging population and increasing number of chronic disease patients worldwide is raising the demand for wearables. Thus, increasing demand for wearable devices coupled with declining prices of sensors will further propel the growth of 3D motion capture system market during the forecast period to study human motion in 3D detail. Growing global media and entertainment industry will provide a great opportunity for the expansion of 3D motion capture system market in the near future.

Research Methodology

The report provides a brief introduction of the market and deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segmentations which have been covered as part of the report.

Market Dynamics

This section provides comprehensive market dynamics through an overview section along with growth drivers, challenges, and opportunities which exist in the current



market. This section of the report also provides supplier and industry outlook as a whole; key industry, global and regional regulations which are determining the market growth and a brief technological aspect of 3D motion capture system. Complete industry analysis has also been covered by Porter's five forces model as a part of this report section.

Segmentation

3D motion capture system market has been segmented by system, industry vertical and geography as follows:

By System Optical Non-Optical By Industry Vertical Media and Entertainment Healthcare Others By Geography Americas North America South America Europe Middle East and Africa Europe Middle East and Africa Asia Pacific Market Players

Competitive intelligence section deals with major players in the market, their market shares, growth strategies, products, financials, and recent investments among others. Key industry players profiled as part of this section are Microsoft Corporation, Phoenix Technologies, Inc., Synertial, and Optitrack along with others.



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