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3D and 4D Technology Market - Forecasts from 2016 to 2021

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Abstracts

Global 3D and 4D Technology Market is expected to grow at a CAGR of 18.47% over the forecast period to reach US$265.036 billion by 2021, increasing from US$113.579 billion in 2016. Growing gaming and entertainment industry across the globe is the major factor that is driving the growth of global 3D & 4D Technology market. Other major drivers include rising adoption of 3D technology in TVs and smartphones, increasing demand for 3D movies by consumers, and increased use of 3D and 4D technology in military and defense sector also boost the demand for 3D & 4D technology worldwide. Growing CAD-based additive manufacturing and rising use of HMDs (Head Mounted Displays) provide a great opportunity to 3D & 4D technology market in the coming years. Due to rising use of this technology in military and defense sector as a 3D navigation system and 3D radar among other solutions, the market's growth will go up. However, the high price of 3D/4D technology along with the lack of 3D content act as restraints to the growth of this technology.

Research Methodology

The first section of the report 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

Next 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 and 4D Technology. Complete industry analysis has also been covered by Porter's Five Forces model as a part of this report section.

Segmentation

Thirdly, 3D and 4D Technology market has been segmented by product, device, industry vertical and geography as below:

By Product

- 3D Cinema
- 3D Gaming
- 3D Animation
- 3D Navigation
- 3D Imaging
- 3D Display
- 3D Television
- 3D Smartphone
- 3D Projector
- 3D Digital Signage
- Others

By Device

- 3D Camera
- 3D Printer

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3D Scanner

3D Sensor

By Industry Vertical

Defense

Media & Entertainment

Automotive

Healthcare

Education

Others

By Geography

Americas

Europe Middle East and Africa

Europe

Middle East and Africa

Asia Pacific

Market Players

Finally, competitive intelligence section deals with major players in the market, growth strategies, products, financials, and recent investments among others. Key industry player profiles as part of this section are Barco NV, NVIDIA Corporation, HTC Corporation, and Autodesk, Inc. among other companies.

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