

3D Projector Market - Forecasts from 2017 to 2022

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Abstracts

Global 3D projector market is projected to expand at a CAGR of 25.20% between 2017 to 2022. The market of 3D Projector will witness an increased demand at a global level on account of extensive utilisation of 3D technology by the industry players to capture a bigger share of the market. 3D projectors are extensively being utilised for educational purposes, home theatre, scientific applications and speciality business. The gaming vendors are also capitalising on 3D technology and are gaining a competitive edge constantly by using different ways of implementing 3D technology. However, requirement of huge funds can restrain the market growth. Geographically, APAC region is expected to drive the global market of 3D projectors on account of presence of a large base of consumers who wants innovative products.

This research study examines the 3D projector market on the basis of various segments – by product, by end users, and by geography. Major drivers, restraints, and opportunities have been mentioned to provide an exhaustive picture of the market. Furthermore, the current market trends related to the demand, supply, and sales, in addition to the recent developments, have been provided in this report. The report also analyzes key players in the 3D projector market. The report provides comprehensive forecast up to the period 2022 for various key segments, with 2016 as base year.

The analysis presents in-depth information regarding the development, trends, and industry policies and regulations implemented in each of the geographical segments. Moreover, the research study analyzes the overall regulatory framework of 3D projector market, offering stakeholders a better understanding of the key factors affecting the overall market environment.

The first step towards determining the 3D projector market size involves identifying key players and the revenue contribution of the overall business or relevant segment aligned to the study in consideration through extensive secondary research. This also

includes various studies and data published by industry associations, analyst reports, investor presentations, press releases and journals among others. Both bottom-up and top down approaches are utilized to determine the market size of the overall market and key segments. The values obtained are correlated with the primary inputs of the key stakeholders in the 3D projector value chain, such as C-Level Executives, Directors, and Managers among others across key enterprises operating as manufacturers, suppliers, and distributors. The last phase is providing intelligence in the form of presentation, charts, graphics and other different formats helping the clients in faster and efficient understanding of the market. Under this phase complete market engineering is involved which includes analyzing the gathered data from different sources and existing proprietary datasets while using various data triangulation methods for market breakdown and forecasting.

Segments covered under the 3D projector market report are as below:

By Product

- Less than 2000 Lumens
- Between 2000 to 4000 Lumens
- Between 4000 to 10000 Lumens
- More than 10000 Lumens

By End Users

- Education
- Live event
- Business
- Cinema
- Home

By Geography

- Americas
 - North America
 - South America
- Europe Middle East and Africa
 - Europe
 - Middle East and Africa
- Asia Pacific

Key industry players profiled as part of this section are Optoma Europe Limited, Canon Inc., Sharp Corporation, Sony Corporation, Vivitek Corporation, Hitachi Digital Media Group, BenQ Corporation, Acer Inc., and Dell

Contents

1. INTRODUCTION

2. RESEARCH METHODOLOGY

3. EXECUTIVE SUMMARY

4. MARKET DYNAMICS

- 4.1. Segmentation
- 4.2. Drivers
- 4.3. Restraints
- 4.4. Opportunities
- 4.5. Supplier Outlook
- 4.6. Industry Outlook
- 4.7. Porter's 5 Forces Analysis
- 4.8. Industry Value Chain Analysis
- 4.9. Industry Regulations
- 4.10. Scenario Analysis

5. 3D PROJECTOR MARKET FORECAST BY PRODUCT (US\$ BILLION)

- 5.1. Less than 2000 Lumens
- 5.2. Between 2000 to 4000 Lumens
- 5.3. Between 4000 to 10000 Lumens
- 5.4. More than 10000 Lumens

6. 3D PROJECTOR MARKET FORECAST BY APPLICATION (US\$ BILLION)

- 6.1. Education
- 6.2. Live event
- 6.3. Business
- 6.4. Cinema
- 6.5. Home
- 6.6. Others

7. 3D PROJECTOR MARKET FORECAST BY GEOGRAPHY (US\$ BILLION)

- 7.1. Americas
 - 7.1.1. North America
 - 7.1.2. South America
- 7.2. Europe Middle East and Africa
 - 7.2.1. Europe
 - 7.2.2. Middle East and Africa
- 7.3. Asia Pacific

8. COMPETITIVE INTELLIGENCE

- 8.1. Market Share Analysis
- 8.2. Investment Analysis
- 8.3. Recent Deals
- 8.4. Strategies of Key Players

9. COMPANY PROFILES

Optoma Europe Limited
Canon Inc.
Sharp Corporation
Sony Corporation
Vivitek Corporation
Hitachi Digital Media Group
BenQ Corporation
Acer Inc.
Dell

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