

Visual Computing Market - Forecasts from 2019 to 2024

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Abstracts

The visual computing market is projected to grow at a CAGR of 15.45% throughout the forecast period. The growth may be attributed to the surging demand for virtual reality and simulation products by various end-user industries.

Visual computing is a field of computing that deals with the acquisition, analysis, and synthesis of visual data through the use of computer resources while encompassing several fields of science (computer science, in particular), mathematics, physics and the cognitive sciences. Visual computing aims to let us control and interact with activities through the manipulation of visual images, either as direct objects or, simply, representations of nonvisual objects. Visual computing is a rather large field with many subfields, but all are related to the visual aspect of computing.

Visual computing is computing that lets you interact with and control work by manipulating visual images either as direct work objects or as objects representing other objects that are not necessarily visual themselves. The visual images can be photographs, 3-D scenes, video sequences, block diagrams, or simple icons. Visual computing contributes to understanding image and high-dimensional data from the real world to produce numerical or symbolic information. Visualization methods provide various ways to demonstrate information from complex datasets.

The tremendous growth in visual computing is fuelled by the rapid increase in deployment of visual sensing (e.g. cameras) in many usages ranging from digital security/surveillance and automated retail (e.g. smart cameras & analytics) to interactive/immersive environments and autonomous driving (e.g. interactive AR/VR, gaming and critical decision making). The increase in the simulation products and virtual reality is leading to the growth of the market. Simultaneously, the growing focus on the

improvement in the graphics and gaming technology is likely to stimulate the growth of the visual computing market. Overall, the rapid growth of visual computing workloads continues to pose important and challenging research areas that are ripe for emerging architecture and workload characterization research. Growing applications in scientific research and e-learning during the forecast period will also drive the market during the given time frame.

By Component

By component, the visual computing market is segmented as hardware, software and services. The hardware component is expected to hold a significant share owing to the rising demand for virtual reality and simulation products from various industries such as gaming, healthcare etc.

By Geography

Geographically, the visual computing market is segmented as North America, South America, Europe, Middle East and Africa, and Asia Pacific. North is expected to hold a significant share during the given forecast period owing to the high penetration rate of advanced technologies and the presence of established players. Asia Pacific is expected to witness rapid growth because of the rising inclination of the younger generation towards technology and trends.

Segmentation

The visual computing market has been segmented by component, end-user industry and geography.

By Component

Hardware

Software

Services

By End-User Industry

Healthcare

Retail

Manufacturing

Automotive

Media and Entertainment

Others

By Geography

North America

USA

Canada

Mexico

South America

Brazil

Argentina

Others

Europe

Germany

France

United Kingdom

Spain

Others

Middle East and Africa

Saudi Arabia

Israel

UAE

Others

Asia Pacific

China

Japan

South Korea

India

Others

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