

Volumetric Video Market - Forecasts from 2019 to 2024

<https://marketpublishers.com/r/V984F5293EB1EN.html>

Date: July 2019

Pages: 118

Price: US\$ 3,950.00 (Single User License)

ID: V984F5293EB1EN

Abstracts

Global volumetric video market is projected to witness a CAGR of 24.24% to reach US\$556.441 million in 2024 from US\$151.304 million in 2018. Volumetric video is the process of capturing moving images of real people and objects that can be later viewed from any angle and at any moment in time, in virtual or mixed reality environments. All specifications of the objects such as depth, color, intensity are recorded and reproduced. The use of volumetric video technology is estimated to increase on account of its ability to capture data for task and applications requiring a simultaneous view of real-time or multidimensional data. Simultaneously, a growing amount of investment and research is being conducted to test the viability and improve the application of volumetric display technology, which is, further estimated to drive the growth of the market during the forecast period. The value chain consists of product development, volumetric capture, content delivery, and end-user application. This value chain being distributed can be a restraint for market growth.

By component, the hardware segment includes camera array, sensors, and processing unit. Software segment consists of photogrammetry software used for volumetric capture. The services include cloud services, streaming, and share. The use of this technology in entertainment, sports and events segment leads to enhanced user experience. It is used for advanced medical imaging and image-guided surgery. The technology is creating changes in industrial development, production, and operational processes.

DRIVERS

Demand for volumetric video technology in end-user industries such as entertainment and signage, health, and education sector.

Rising investment and research to improve the application of volumetric video technology.

RESTRAINTS

The requirement of various types of components and software analysis.

Distributed value chain.

INDUSTRY UPDATE

Microsoft and Intel have constructed their own studios, Mixed Reality Capture Studio, and Intel Studio respectively for filmmaking and gaming using volumetric video technology.

In June 2018, high profile consortium Volucap started a commercial volumetric video studio in Babelsberg just outside Berlin.

In August 2018, 8i and Realize Mobile Communications announced a strategic partnership to bring volumetric video technology to the Japanese market.

SEGMENTATION

The volumetric video market has been analyzed through the following segments:

By Component

Hardware

Software

Services

By Application

Medical

Sports, Events, and Entertainment

Education and Training

Signage

Others

By Geography

North America

USA

Canada

Mexico

South America

Brazil

Argentina

Others

Europe

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Others

Asia Pacific

China

Japan

South Korea

India

Others

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