

Global Virtual Reality (VR) Motion Capture System Market Growth (Status and Outlook) 2025-2031

<https://marketpublishers.com/r/G34E7D4765F8EN.html>

Date: February 2025

Pages: 128

Price: US\$ 3,660.00 (Single User License)

ID: G34E7D4765F8EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

The global Virtual Reality (VR) Motion Capture System market size is predicted to grow from US\$ 1582 million in 2025 to US\$ 2207 million in 2031; it is expected to grow at a CAGR of 5.7% from 2025 to 2031.

Virtual reality relies on motion tracking to immerse subjects in a true virtual world. Without motion tracking, subjects are restricted, unable to look around, or explore. The Virtual Reality (VR) Motion Capture System is an ensemble of software, equipment and services derived from Virtual Reality technology, which allows us to use the same movements we do in real life to interact with a virtual environment.

United States market for Virtual Reality (VR) Motion Capture System is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Virtual Reality (VR) Motion Capture System is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Virtual Reality (VR) Motion Capture System is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Virtual Reality (VR) Motion Capture System players cover Qualisys, OptiTrack, Vicon, Motion Reality, prophysols SOL, etc. In terms of revenue, the global

two largest companies occupied for a share nearly % in 2024.

LPI (LP Information)' newest research report, the “Virtual Reality (VR) Motion Capture System Industry Forecast” looks at past sales and reviews total world Virtual Reality (VR) Motion Capture System sales in 2024, providing a comprehensive analysis by region and market sector of projected Virtual Reality (VR) Motion Capture System sales for 2025 through 2031. With Virtual Reality (VR) Motion Capture System sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Virtual Reality (VR) Motion Capture System industry.

This Insight Report provides a comprehensive analysis of the global Virtual Reality (VR) Motion Capture System landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Virtual Reality (VR) Motion Capture System portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Virtual Reality (VR) Motion Capture System market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Virtual Reality (VR) Motion Capture System and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Virtual Reality (VR) Motion Capture System.

This report presents a comprehensive overview, market shares, and growth opportunities of Virtual Reality (VR) Motion Capture System market by product type, application, key players and key regions and countries.

Segmentation by Type:

Software

Services

Hardware(Gloves, Clothing, Cameras, etc.?)

Segmentation by Application:

Entertainment

Life Science

Engineering Construction

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Qualisys

OptiTrack

Vicon

Motion Reality

prophysics SOL

Manus

Solidanim

Antilatency

Xsens

SenseGlove

Northern Digital

Codamotion Solutions

Phasespace

Phoenix Technologies

StretchSense

Noitom

AiQ Synertial

Cyber Glove Systems

Rokoko

Virtual Motion Labs

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