

# Global VPU for VR and AR Market Growth 2023-2029

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## Abstracts

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According to our LPI (LP Information) latest study, the global VPU for VR and AR market size was valued at US\$ million in 2022. With growing demand in downstream market, the VPU for VR and AR is forecast to a readjusted size of US\$ million by 2029 with a CAGR of % during review period.

The research report highlights the growth potential of the global VPU for VR and AR market. VPU for VR and AR are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of VPU for VR and AR. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the VPU for VR and AR market.

VPU is a highly customized chip for visual tasks, with a heterogeneous and complex structure specifically designed for image processing, computer vision, and deep learning intersection points. This report studies video processing chips for VR and AR.

### Key Features:

The report on VPU for VR and AR market reflects various aspects and provide valuable insights into the industry.

**Market Size and Growth:** The research report provide an overview of the current size and growth of the VPU for VR and AR market. It may include historical data, market segmentation by Type (e.g., 12nm, 16nm), and regional breakdowns.

**Market Drivers and Challenges:** The report can identify and analyse the factors driving the growth of the VPU for VR and AR market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

**Competitive Landscape:** The research report provides analysis of the competitive landscape within the VPU for VR and AR market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

**Technological Developments:** The research report can delve into the latest technological developments in the VPU for VR and AR industry. This include advancements in VPU for VR and AR technology, VPU for VR and AR new entrants, VPU for VR and AR new investment, and other innovations that are shaping the future of VPU for VR and AR.

**Downstream Procumbent Preference:** The report can shed light on customer procumbent behaviour and adoption trends in the VPU for VR and AR market. It includes factors influencing customer ' purchasing decisions, preferences for VPU for VR and AR product.

**Government Policies and Incentives:** The research report analyse the impact of government policies and incentives on the VPU for VR and AR market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting VPU for VR and AR market. The report also evaluates the effectiveness of these policies in driving market growth.

**Environmental Impact and Sustainability:** The research report assess the environmental impact and sustainability aspects of the VPU for VR and AR market.

**Market Forecasts and Future Outlook:** Based on the analysis conducted, the research report provide market forecasts and outlook for the VPU for VR and AR industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

**Recommendations and Opportunities:** The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and

contribute to the growth and development of the VPU for VR and AR market.

#### Market Segmentation:

VPU for VR and AR market is split by Type and by Application. For the period 2018-2029, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value.

#### Segmentation by type

12nm

16nm

Other

#### Segmentation by application

VR

AR

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.

AMD

Qualcomm

ARM

Intel

NXP

Inuitive

Media Tek

Andes Technology Corporation

Allwinner

Rockchip

Actions Technology

NETINT

Hunan Goke Microelectronics

### Key Questions Addressed in this Report

What is the 10-year outlook for the global VPU for VR and AR market?

What factors are driving VPU for VR and AR market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do VPU for VR and AR market opportunities vary by end market size?

How does VPU for VR and AR break out type, application?

## Contents

### **1 SCOPE OF THE REPORT**

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### **2 EXECUTIVE SUMMARY**

#### 2.1 World Market Overview

- 2.1.1 Global VPU for VR and AR Annual Sales 2018-2029
- 2.1.2 World Current & Future Analysis for VPU for VR and AR by Geographic Region, 2018, 2022 & 2029
- 2.1.3 World Current & Future Analysis for VPU for VR and AR by Country/Region, 2018, 2022 & 2029

#### 2.2 VPU for VR and AR Segment by Type

- 2.2.1 12nm
- 2.2.2 16nm
- 2.2.3 Other

#### 2.3 VPU for VR and AR Sales by Type

- 2.3.1 Global VPU for VR and AR Sales Market Share by Type (2018-2023)
- 2.3.2 Global VPU for VR and AR Revenue and Market Share by Type (2018-2023)
- 2.3.3 Global VPU for VR and AR Sale Price by Type (2018-2023)

#### 2.4 VPU for VR and AR Segment by Application

- 2.4.1 VR
- 2.4.2 AR

#### 2.5 VPU for VR and AR Sales by Application

- 2.5.1 Global VPU for VR and AR Sale Market Share by Application (2018-2023)
- 2.5.2 Global VPU for VR and AR Revenue and Market Share by Application (2018-2023)
- 2.5.3 Global VPU for VR and AR Sale Price by Application (2018-2023)

### **3 GLOBAL VPU FOR VR AND AR BY COMPANY**

- 3.1 Global VPU for VR and AR Breakdown Data by Company
  - 3.1.1 Global VPU for VR and AR Annual Sales by Company (2018-2023)
  - 3.1.2 Global VPU for VR and AR Sales Market Share by Company (2018-2023)
- 3.2 Global VPU for VR and AR Annual Revenue by Company (2018-2023)
  - 3.2.1 Global VPU for VR and AR Revenue by Company (2018-2023)
  - 3.2.2 Global VPU for VR and AR Revenue Market Share by Company (2018-2023)
- 3.3 Global VPU for VR and AR Sale Price by Company
- 3.4 Key Manufacturers VPU for VR and AR Producing Area Distribution, Sales Area, Product Type
  - 3.4.1 Key Manufacturers VPU for VR and AR Product Location Distribution
  - 3.4.2 Players VPU for VR and AR Products Offered
- 3.5 Market Concentration Rate Analysis
  - 3.5.1 Competition Landscape Analysis
  - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)
- 3.6 New Products and Potential Entrants
- 3.7 Mergers & Acquisitions, Expansion

## **4 WORLD HISTORIC REVIEW FOR VPU FOR VR AND AR BY GEOGRAPHIC REGION**

- 4.1 World Historic VPU for VR and AR Market Size by Geographic Region (2018-2023)
  - 4.1.1 Global VPU for VR and AR Annual Sales by Geographic Region (2018-2023)
  - 4.1.2 Global VPU for VR and AR Annual Revenue by Geographic Region (2018-2023)
- 4.2 World Historic VPU for VR and AR Market Size by Country/Region (2018-2023)
  - 4.2.1 Global VPU for VR and AR Annual Sales by Country/Region (2018-2023)
  - 4.2.2 Global VPU for VR and AR Annual Revenue by Country/Region (2018-2023)
- 4.3 Americas VPU for VR and AR Sales Growth
- 4.4 APAC VPU for VR and AR Sales Growth
- 4.5 Europe VPU for VR and AR Sales Growth
- 4.6 Middle East & Africa VPU for VR and AR Sales Growth

## **5 AMERICAS**

- 5.1 Americas VPU for VR and AR Sales by Country
  - 5.1.1 Americas VPU for VR and AR Sales by Country (2018-2023)
  - 5.1.2 Americas VPU for VR and AR Revenue by Country (2018-2023)
- 5.2 Americas VPU for VR and AR Sales by Type
- 5.3 Americas VPU for VR and AR Sales by Application

- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

## **6 APAC**

- 6.1 APAC VPU for VR and AR Sales by Region
  - 6.1.1 APAC VPU for VR and AR Sales by Region (2018-2023)
  - 6.1.2 APAC VPU for VR and AR Revenue by Region (2018-2023)
- 6.2 APAC VPU for VR and AR Sales by Type
- 6.3 APAC VPU for VR and AR Sales by Application
- 6.4 China
- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia
- 6.10 China Taiwan

## **7 EUROPE**

- 7.1 Europe VPU for VR and AR by Country
  - 7.1.1 Europe VPU for VR and AR Sales by Country (2018-2023)
  - 7.1.2 Europe VPU for VR and AR Revenue by Country (2018-2023)
- 7.2 Europe VPU for VR and AR Sales by Type
- 7.3 Europe VPU for VR and AR Sales by Application
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

## **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa VPU for VR and AR by Country
  - 8.1.1 Middle East & Africa VPU for VR and AR Sales by Country (2018-2023)
  - 8.1.2 Middle East & Africa VPU for VR and AR Revenue by Country (2018-2023)
- 8.2 Middle East & Africa VPU for VR and AR Sales by Type



8.3 Middle East & Africa VPU for VR and AR Sales by Application

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

## **10 MANUFACTURING COST STRUCTURE ANALYSIS**

10.1 Raw Material and Suppliers

10.2 Manufacturing Cost Structure Analysis of VPU for VR and AR

10.3 Manufacturing Process Analysis of VPU for VR and AR

10.4 Industry Chain Structure of VPU for VR and AR

## **11 MARKETING, DISTRIBUTORS AND CUSTOMER**

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 VPU for VR and AR Distributors

11.3 VPU for VR and AR Customer

## **12 WORLD FORECAST REVIEW FOR VPU FOR VR AND AR BY GEOGRAPHIC REGION**

12.1 Global VPU for VR and AR Market Size Forecast by Region

12.1.1 Global VPU for VR and AR Forecast by Region (2024-2029)

12.1.2 Global VPU for VR and AR Annual Revenue Forecast by Region (2024-2029)

12.2 Americas Forecast by Country

12.3 APAC Forecast by Region

12.4 Europe Forecast by Country

12.5 Middle East & Africa Forecast by Country

12.6 Global VPU for VR and AR Forecast by Type

## 12.7 Global VPU for VR and AR Forecast by Application

### **13 KEY PLAYERS ANALYSIS**

#### 13.1 AMD

13.1.1 AMD Company Information

13.1.2 AMD VPU for VR and AR Product Portfolios and Specifications

13.1.3 AMD VPU for VR and AR Sales, Revenue, Price and Gross Margin

(2018-2023)

13.1.4 AMD Main Business Overview

13.1.5 AMD Latest Developments

#### 13.2 Qualcomm

13.2.1 Qualcomm Company Information

13.2.2 Qualcomm VPU for VR and AR Product Portfolios and Specifications

13.2.3 Qualcomm VPU for VR and AR Sales, Revenue, Price and Gross Margin

(2018-2023)

13.2.4 Qualcomm Main Business Overview

13.2.5 Qualcomm Latest Developments

#### 13.3 ARM

13.3.1 ARM Company Information

13.3.2 ARM VPU for VR and AR Product Portfolios and Specifications

13.3.3 ARM VPU for VR and AR Sales, Revenue, Price and Gross Margin

(2018-2023)

13.3.4 ARM Main Business Overview

13.3.5 ARM Latest Developments

#### 13.4 Intel

13.4.1 Intel Company Information

13.4.2 Intel VPU for VR and AR Product Portfolios and Specifications

13.4.3 Intel VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)

13.4.4 Intel Main Business Overview

13.4.5 Intel Latest Developments

#### 13.5 NXP

13.5.1 NXP Company Information

13.5.2 NXP VPU for VR and AR Product Portfolios and Specifications

13.5.3 NXP VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)

13.5.4 NXP Main Business Overview

13.5.5 NXP Latest Developments

#### 13.6 Inuitive

13.6.1 Inuitive Company Information

- 13.6.2 Inuitive VPU for VR and AR Product Portfolios and Specifications
- 13.6.3 Inuitive VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.6.4 Inuitive Main Business Overview
  - 13.6.5 Inuitive Latest Developments
- 13.7 Media Tek
  - 13.7.1 Media Tek Company Information
  - 13.7.2 Media Tek VPU for VR and AR Product Portfolios and Specifications
  - 13.7.3 Media Tek VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)
    - 13.7.4 Media Tek Main Business Overview
    - 13.7.5 Media Tek Latest Developments
- 13.8 Andes Technology Corporation
  - 13.8.1 Andes Technology Corporation Company Information
  - 13.8.2 Andes Technology Corporation VPU for VR and AR Product Portfolios and Specifications
  - 13.8.3 Andes Technology Corporation VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)
    - 13.8.4 Andes Technology Corporation Main Business Overview
    - 13.8.5 Andes Technology Corporation Latest Developments
- 13.9 Allwinner
  - 13.9.1 Allwinner Company Information
  - 13.9.2 Allwinner VPU for VR and AR Product Portfolios and Specifications
  - 13.9.3 Allwinner VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)
    - 13.9.4 Allwinner Main Business Overview
    - 13.9.5 Allwinner Latest Developments
- 13.10 Rockchip
  - 13.10.1 Rockchip Company Information
  - 13.10.2 Rockchip VPU for VR and AR Product Portfolios and Specifications
  - 13.10.3 Rockchip VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)
    - 13.10.4 Rockchip Main Business Overview
    - 13.10.5 Rockchip Latest Developments
- 13.11 Actions Technology
  - 13.11.1 Actions Technology Company Information
  - 13.11.2 Actions Technology VPU for VR and AR Product Portfolios and Specifications
  - 13.11.3 Actions Technology VPU for VR and AR Sales, Revenue, Price and Gross Margin (2018-2023)

13.11.4 Actions Technology Main Business Overview

13.11.5 Actions Technology Latest Developments

## 13.12 NETINT

13.12.1 NETINT Company Information

13.12.2 NETINT VPU for VR and AR Product Portfolios and Specifications

13.12.3 NETINT VPU for VR and AR Sales, Revenue, Price and Gross Margin  
(2018-2023)

13.12.4 NETINT Main Business Overview

13.12.5 NETINT Latest Developments

## 13.13 Hunan Goke Microelectronics

13.13.1 Hunan Goke Microelectronics Company Information

13.13.2 Hunan Goke Microelectronics VPU for VR and AR Product Portfolios and  
Specifications

13.13.3 Hunan Goke Microelectronics VPU for VR and AR Sales, Revenue, Price and  
Gross Margin (2018-2023)

13.13.4 Hunan Goke Microelectronics Main Business Overview

13.13.5 Hunan Goke Microelectronics Latest Developments

## **14 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

- Table 1. VPU for VR and AR Annual Sales CAGR by Geographic Region (2018, 2022 & 2029) & (\$ millions)
- Table 2. VPU for VR and AR Annual Sales CAGR by Country/Region (2018, 2022 & 2029) & (\$ millions)
- Table 3. Major Players of 12nm
- Table 4. Major Players of 16nm
- Table 5. Major Players of Other
- Table 6. Global VPU for VR and AR Sales by Type (2018-2023) & (K Pcs)
- Table 7. Global VPU for VR and AR Sales Market Share by Type (2018-2023)
- Table 8. Global VPU for VR and AR Revenue by Type (2018-2023) & (\$ million)
- Table 9. Global VPU for VR and AR Revenue Market Share by Type (2018-2023)
- Table 10. Global VPU for VR and AR Sale Price by Type (2018-2023) & (US\$/Pcs)
- Table 11. Global VPU for VR and AR Sales by Application (2018-2023) & (K Pcs)
- Table 12. Global VPU for VR and AR Sales Market Share by Application (2018-2023)
- Table 13. Global VPU for VR and AR Revenue by Application (2018-2023)
- Table 14. Global VPU for VR and AR Revenue Market Share by Application (2018-2023)
- Table 15. Global VPU for VR and AR Sale Price by Application (2018-2023) & (US\$/Pcs)
- Table 16. Global VPU for VR and AR Sales by Company (2018-2023) & (K Pcs)
- Table 17. Global VPU for VR and AR Sales Market Share by Company (2018-2023)
- Table 18. Global VPU for VR and AR Revenue by Company (2018-2023) (\$ Millions)
- Table 19. Global VPU for VR and AR Revenue Market Share by Company (2018-2023)
- Table 20. Global VPU for VR and AR Sale Price by Company (2018-2023) & (US\$/Pcs)
- Table 21. Key Manufacturers VPU for VR and AR Producing Area Distribution and Sales Area
- Table 22. Players VPU for VR and AR Products Offered
- Table 23. VPU for VR and AR Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)
- Table 24. New Products and Potential Entrants
- Table 25. Mergers & Acquisitions, Expansion
- Table 26. Global VPU for VR and AR Sales by Geographic Region (2018-2023) & (K Pcs)
- Table 27. Global VPU for VR and AR Sales Market Share Geographic Region (2018-2023)

Table 28. Global VPU for VR and AR Revenue by Geographic Region (2018-2023) & (\$ millions)

Table 29. Global VPU for VR and AR Revenue Market Share by Geographic Region (2018-2023)

Table 30. Global VPU for VR and AR Sales by Country/Region (2018-2023) & (K Pcs)

Table 31. Global VPU for VR and AR Sales Market Share by Country/Region (2018-2023)

Table 32. Global VPU for VR and AR Revenue by Country/Region (2018-2023) & (\$ millions)

Table 33. Global VPU for VR and AR Revenue Market Share by Country/Region (2018-2023)

Table 34. Americas VPU for VR and AR Sales by Country (2018-2023) & (K Pcs)

Table 35. Americas VPU for VR and AR Sales Market Share by Country (2018-2023)

Table 36. Americas VPU for VR and AR Revenue by Country (2018-2023) & (\$ Millions)

Table 37. Americas VPU for VR and AR Revenue Market Share by Country (2018-2023)

Table 38. Americas VPU for VR and AR Sales by Type (2018-2023) & (K Pcs)

Table 39. Americas VPU for VR and AR Sales by Application (2018-2023) & (K Pcs)

Table 40. APAC VPU for VR and AR Sales by Region (2018-2023) & (K Pcs)

Table 41. APAC VPU for VR and AR Sales Market Share by Region (2018-2023)

Table 42. APAC VPU for VR and AR Revenue by Region (2018-2023) & (\$ Millions)

Table 43. APAC VPU for VR and AR Revenue Market Share by Region (2018-2023)

Table 44. APAC VPU for VR and AR Sales by Type (2018-2023) & (K Pcs)

Table 45. APAC VPU for VR and AR Sales by Application (2018-2023) & (K Pcs)

Table 46. Europe VPU for VR and AR Sales by Country (2018-2023) & (K Pcs)

Table 47. Europe VPU for VR and AR Sales Market Share by Country (2018-2023)

Table 48. Europe VPU for VR and AR Revenue by Country (2018-2023) & (\$ Millions)

Table 49. Europe VPU for VR and AR Revenue Market Share by Country (2018-2023)

Table 50. Europe VPU for VR and AR Sales by Type (2018-2023) & (K Pcs)

Table 51. Europe VPU for VR and AR Sales by Application (2018-2023) & (K Pcs)

Table 52. Middle East & Africa VPU for VR and AR Sales by Country (2018-2023) & (K Pcs)

Table 53. Middle East & Africa VPU for VR and AR Sales Market Share by Country (2018-2023)

Table 54. Middle East & Africa VPU for VR and AR Revenue by Country (2018-2023) & (\$ Millions)

Table 55. Middle East & Africa VPU for VR and AR Revenue Market Share by Country (2018-2023)

Table 56. Middle East & Africa VPU for VR and AR Sales by Type (2018-2023) & (K

Pcs)

Table 57. Middle East & Africa VPU for VR and AR Sales by Application (2018-2023) & (K Pcs)

Table 58. Key Market Drivers & Growth Opportunities of VPU for VR and AR

Table 59. Key Market Challenges & Risks of VPU for VR and AR

Table 60. Key Industry Trends of VPU for VR and AR

Table 61. VPU for VR and AR Raw Material

Table 62. Key Suppliers of Raw Materials

Table 63. VPU for VR and AR Distributors List

Table 64. VPU for VR and AR Customer List

Table 65. Global VPU for VR and AR Sales Forecast by Region (2024-2029) & (K Pcs)

Table 66. Global VPU for VR and AR Revenue Forecast by Region (2024-2029) & (\$ millions)

Table 67. Americas VPU for VR and AR Sales Forecast by Country (2024-2029) & (K Pcs)

Table 68. Americas VPU for VR and AR Revenue Forecast by Country (2024-2029) & (\$ millions)

Table 69. APAC VPU for VR and AR Sales Forecast by Region (2024-2029) & (K Pcs)

Table 70. APAC VPU for VR and AR Revenue Forecast by Region (2024-2029) & (\$ millions)

Table 71. Europe VPU for VR and AR Sales Forecast by Country (2024-2029) & (K Pcs)

Table 72. Europe VPU for VR and AR Revenue Forecast by Country (2024-2029) & (\$ millions)

Table 73. Middle East & Africa VPU for VR and AR Sales Forecast by Country (2024-2029) & (K Pcs)

Table 74. Middle East & Africa VPU for VR and AR Revenue Forecast by Country (2024-2029) & (\$ millions)

Table 75. Global VPU for VR and AR Sales Forecast by Type (2024-2029) & (K Pcs)

Table 76. Global VPU for VR and AR Revenue Forecast by Type (2024-2029) & (\$ Millions)

Table 77. Global VPU for VR and AR Sales Forecast by Application (2024-2029) & (K Pcs)

Table 78. Global VPU for VR and AR Revenue Forecast by Application (2024-2029) & (\$ Millions)

Table 79. AMD Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 80. AMD VPU for VR and AR Product Portfolios and Specifications

Table 81. AMD VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs)

and Gross Margin (2018-2023)

Table 82. AMD Main Business

Table 83. AMD Latest Developments

Table 84. Qualcomm Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 85. Qualcomm VPU for VR and AR Product Portfolios and Specifications

Table 86. Qualcomm VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 87. Qualcomm Main Business

Table 88. Qualcomm Latest Developments

Table 89. ARM Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 90. ARM VPU for VR and AR Product Portfolios and Specifications

Table 91. ARM VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 92. ARM Main Business

Table 93. ARM Latest Developments

Table 94. Intel Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 95. Intel VPU for VR and AR Product Portfolios and Specifications

Table 96. Intel VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 97. Intel Main Business

Table 98. Intel Latest Developments

Table 99. NXP Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 100. NXP VPU for VR and AR Product Portfolios and Specifications

Table 101. NXP VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 102. NXP Main Business

Table 103. NXP Latest Developments

Table 104. Inuitive Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 105. Inuitive VPU for VR and AR Product Portfolios and Specifications

Table 106. Inuitive VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 107. Inuitive Main Business

Table 108. Inuitive Latest Developments

Table 109. Media Tek Basic Information, VPU for VR and AR Manufacturing Base,



## Sales Area and Its Competitors

Table 110. Media Tek VPU for VR and AR Product Portfolios and Specifications

Table 111. Media Tek VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 112. Media Tek Main Business

Table 113. Media Tek Latest Developments

Table 114. Andes Technology Corporation Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 115. Andes Technology Corporation VPU for VR and AR Product Portfolios and Specifications

Table 116. Andes Technology Corporation VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 117. Andes Technology Corporation Main Business

Table 118. Andes Technology Corporation Latest Developments

Table 119. Allwinner Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 120. Allwinner VPU for VR and AR Product Portfolios and Specifications

Table 121. Allwinner VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 122. Allwinner Main Business

Table 123. Allwinner Latest Developments

Table 124. Rockchip Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 125. Rockchip VPU for VR and AR Product Portfolios and Specifications

Table 126. Rockchip VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 127. Rockchip Main Business

Table 128. Rockchip Latest Developments

Table 129. Actions Technology Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 130. Actions Technology VPU for VR and AR Product Portfolios and Specifications

Table 131. Actions Technology VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 132. Actions Technology Main Business

Table 133. Actions Technology Latest Developments

Table 134. NETINT Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 135. NETINT VPU for VR and AR Product Portfolios and Specifications

Table 136. NETINT VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 137. NETINT Main Business

Table 138. NETINT Latest Developments

Table 139. Hunan Goke Microelectronics Basic Information, VPU for VR and AR Manufacturing Base, Sales Area and Its Competitors

Table 140. Hunan Goke Microelectronics VPU for VR and AR Product Portfolios and Specifications

Table 141. Hunan Goke Microelectronics VPU for VR and AR Sales (K Pcs), Revenue (\$ Million), Price (US\$/Pcs) and Gross Margin (2018-2023)

Table 142. Hunan Goke Microelectronics Main Business

Table 143. Hunan Goke Microelectronics Latest Developments

## List Of Figures

### LIST OF FIGURES

- Figure 1. Picture of VPU for VR and AR
- Figure 2. VPU for VR and AR Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global VPU for VR and AR Sales Growth Rate 2018-2029 (K Pcs)
- Figure 7. Global VPU for VR and AR Revenue Growth Rate 2018-2029 (\$ Millions)
- Figure 8. VPU for VR and AR Sales by Region (2018, 2022 & 2029) & (\$ Millions)
- Figure 9. Product Picture of 12nm
- Figure 10. Product Picture of 16nm
- Figure 11. Product Picture of Other
- Figure 12. Global VPU for VR and AR Sales Market Share by Type in 2022
- Figure 13. Global VPU for VR and AR Revenue Market Share by Type (2018-2023)
- Figure 14. VPU for VR and AR Consumed in VR
- Figure 15. Global VPU for VR and AR Market: VR (2018-2023) & (K Pcs)
- Figure 16. VPU for VR and AR Consumed in AR
- Figure 17. Global VPU for VR and AR Market: AR (2018-2023) & (K Pcs)
- Figure 18. Global VPU for VR and AR Sales Market Share by Application (2022)
- Figure 19. Global VPU for VR and AR Revenue Market Share by Application in 2022
- Figure 20. VPU for VR and AR Sales Market by Company in 2022 (K Pcs)
- Figure 21. Global VPU for VR and AR Sales Market Share by Company in 2022
- Figure 22. VPU for VR and AR Revenue Market by Company in 2022 (\$ Million)
- Figure 23. Global VPU for VR and AR Revenue Market Share by Company in 2022
- Figure 24. Global VPU for VR and AR Sales Market Share by Geographic Region (2018-2023)
- Figure 25. Global VPU for VR and AR Revenue Market Share by Geographic Region in 2022
- Figure 26. Americas VPU for VR and AR Sales 2018-2023 (K Pcs)
- Figure 27. Americas VPU for VR and AR Revenue 2018-2023 (\$ Millions)
- Figure 28. APAC VPU for VR and AR Sales 2018-2023 (K Pcs)
- Figure 29. APAC VPU for VR and AR Revenue 2018-2023 (\$ Millions)
- Figure 30. Europe VPU for VR and AR Sales 2018-2023 (K Pcs)
- Figure 31. Europe VPU for VR and AR Revenue 2018-2023 (\$ Millions)
- Figure 32. Middle East & Africa VPU for VR and AR Sales 2018-2023 (K Pcs)
- Figure 33. Middle East & Africa VPU for VR and AR Revenue 2018-2023 (\$ Millions)

Figure 34. Americas VPU for VR and AR Sales Market Share by Country in 2022

Figure 35. Americas VPU for VR and AR Revenue Market Share by Country in 2022

Figure 36. Americas VPU for VR and AR Sales Market Share by Type (2018-2023)

Figure 37. Americas VPU for VR and AR Sales Market Share by Application (2018-2023)

Figure 38. United States VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 39. Canada VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 40. Mexico VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 41. Brazil VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 42. APAC VPU for VR and AR Sales Market Share by Region in 2022

Figure 43. APAC VPU for VR and AR Revenue Market Share by Regions in 2022

Figure 44. APAC VPU for VR and AR Sales Market Share by Type (2018-2023)

Figure 45. APAC VPU for VR and AR Sales Market Share by Application (2018-2023)

Figure 46. China VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 47. Japan VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 48. South Korea VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 49. Southeast Asia VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 50. India VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 51. Australia VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 52. China Taiwan VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 53. Europe VPU for VR and AR Sales Market Share by Country in 2022

Figure 54. Europe VPU for VR and AR Revenue Market Share by Country in 2022

Figure 55. Europe VPU for VR and AR Sales Market Share by Type (2018-2023)

Figure 56. Europe VPU for VR and AR Sales Market Share by Application (2018-2023)

Figure 57. Germany VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 58. France VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 59. UK VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 60. Italy VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 61. Russia VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 62. Middle East & Africa VPU for VR and AR Sales Market Share by Country in 2022

Figure 63. Middle East & Africa VPU for VR and AR Revenue Market Share by Country in 2022

Figure 64. Middle East & Africa VPU for VR and AR Sales Market Share by Type (2018-2023)

Figure 65. Middle East & Africa VPU for VR and AR Sales Market Share by Application (2018-2023)

Figure 66. Egypt VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 67. South Africa VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 68. Israel VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 69. Turkey VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 70. GCC Country VPU for VR and AR Revenue Growth 2018-2023 (\$ Millions)

Figure 71. Manufacturing Cost Structure Analysis of VPU for VR and AR in 2022

Figure 72. Manufacturing Process Analysis of VPU for VR and AR

Figure 73. Industry Chain Structure of VPU for VR and AR

Figure 74. Channels of Distribution

Figure 75. Global VPU for VR and AR Sales Market Forecast by Region (2024-2029)

Figure 76. Global VPU for VR and AR Revenue Market Share Forecast by Region (2024-2029)

Figure 77. Global VPU for VR and AR Sales Market Share Forecast by Type (2024-2029)

Figure 78. Global VPU for VR and AR Revenue Market Share Forecast by Type (2024-2029)

Figure 79. Global VPU for VR and AR Sales Market Share Forecast by Application (2024-2029)

Figure 80. Global VPU for VR and AR Revenue Market Share Forecast by Application (2024-2029)

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