

3D Projector Market by Technology (DLP, LCD, LCoS), Light Source (Laser, Metal Halide, Hybrid, LED), Brightness, Resolution, Application (Cinema, Education, Business, Events & Large Venues, Home Theater & Gaming) and Region - Global Forecast to 2024

https://marketpublishers.com/r/3EA1AD98DA8EN.html

Date: July 2019

Pages: 141

Price: US\$ 5,650.00 (Single User License)

ID: 3EA1AD98DA8EN

Abstracts

"Adoption of 3D projectors in cinema halls and digitalization in education sector to drive growth of 3D projector market"

The 3D projector market is estimated to grow from USD 3.1 billion in 2019 to USD 4.4 billion by 2024, at a CAGR of 7.1%. The 3D projector market is driven by factors such as the significant rise in the adoption of 3D projectors in cinema halls and digitalization in the education sector, and technological advancements in 3D projectors. However, technical constraints with DLP projectors and metal halide light source may hinder the growth of the market.

"Market for DLP technology to grow at highest CAGR during forecast period"

DLP technology offers technical and structural advantages to a projector. A 3D projector with DLP technology offers high native contrast and is comparatively smaller and lighter than LCD- or LCoS-based 3D projector. DLP projectors provide higher brightness and use less power. With other advantages such as smoother video and brilliant, colorful image projection, DLP technology has become the most used technology in 3D projectors, especially for cinema application.

"Based on applications, cinema is likely to be fastest-growing application during



2019-2024"

Concept of multiplexes has attracted large audiences across the globe. With 3D movies gaining popularity among audiences in various countries, different film production companies are focusing on producing 3D movies. To deliver the realistic viewing experiences of movies, cinema is moving to 3D-enabled projectors. Also, the adoption of digital screens worldwide, with a major percentage of screens being 3D, is propelling the 3D projector market; therefore, the market for cinema applications is expected to hold a significant share of the market by 2024.

"APAC to record highest growth rate in 3D projector market during forecast period"

APAC is likely to be the fastest-growing region for the 3D projector market in the coming years. Leading players offering 3D projectors are located in APAC. 3D movie screens comprise the largest share of total movie screens in theaters in APAC. The 3D projector market in China contributes significantly to the market in APAC and is likely to grow at the highest CAGR during the forecast period. The growth in the film market and the inclination of China audiences toward 3D movies are the factors driving the 3D projector market in China. Other countries that show significant growth in APAC are India and Japan. Apart from other areas of application such as events and large venues, education is expected to provide an opportunity in this market.

In-depth interviews have been conducted with chief executive officers (CEOs), marketing directors, other innovation and technology directors, and executives from various key organizations operating in the 3D projector marketplace.

By Company Type: Tier 1 = 30%, Tier 2 = 45%, and Tier 3 = 25%

By Designation: C-Level Executives = 35%, Directors = 40%, and Managers = 25%

By Region: North America = 20%, Europe - 25%, APAC = 40%, and RoW = 15%

Major players in the 3D projector market include Sony Corporation (Japan), Optoma (Taiwan), Seiko Epson Corporation (Japan), Barco (Belgium), Vivitek Corporation (Taiwan), Panasonic Corporation (Japan), BenQ Corporation (Taiwan), NEC Display Solutions (Japan), Christie Digital (US), Viewsonic (US), JVCKenwood Corporation



(Japan), Digital Projection (UK), Wolf Cinema (US), Dukane (US), Acer Inc. (Taiwan), Boxlight (US), InFocus Corporation (US), Sim2 BV (Italy), Dell (US), and Canon Inc. (Japan).

The study includes an in-depth competitive analysis of these key players in the 3D projector market, with their company profiles, recent developments, and key market strategies.

Research Coverage

The report defines, describes, and forecasts the 3D projector market based on technology, light source, brightness, resolution, application, and geography. It provides detailed information regarding factors such as drivers, restraints, opportunities, and challenges influencing the growth of the 3D projector market. It also analyzes competitive developments such as collaborations, agreements, contracts, partnerships, mergers & acquisitions, and product launches & advancements carried out by the key players to grow in the market.

Key Benefits of Buying the Report

The report will help market leaders/new entrants in this industry with information on the closest approximations of the revenue numbers for the overall 3D projector market and the subsegments. This report will help stakeholders understand the competitive landscape and gain more insights to better position their businesses and plan suitable go-to-market strategies. The report also helps stakeholders understand the pulse of the market and provides them with information on key market drivers, restraints, challenges, and opportunities.



Contents

1 INTRODUCTION

- 1.1 STUDY OBJECTIVES
- 1.2 DEFINITION
- 1.3 STUDY SCOPE
 - 1.3.1 MARKETS COVERED
 - 1.3.2 YEARS CONSIDERED
- 1.4 CURRENCY
- 1.5 STAKEHOLDERS

2 RESEARCH METHODOLOGY

- 2.1 RESEARCH DATA
 - 2.1.1 SECONDARY DATA
 - 2.1.1.1 Secondary sources
 - 2.1.2 PRIMARY DATA
 - 2.1.2.1 Breakdown of primaries
 - 2.1.2.2 Key data from primary sources
 - 2.1.2.3 Key industry insights
- 2.2 MARKET SIZE ESTIMATION
 - 2.2.1 BOTTOM-UP APPROACH
 - 2.2.2 TOP-DOWN APPROACH
- 2.3 MARKET BREAKDOWN AND DATA TRIANGULATION
- 2.4 RESEARCH ASSUMPTIONS

3 EXECUTIVE SUMMARY

4 PREMIUM INSIGHTS

- 4.1 ATTRACTIVE OPPORTUNITIES IN 3D PROJECTOR MARKET
- 4.2 3D PROJECTOR MARKET, BY TECHNOLOGY AND REGION
- 4.3 COUNTRY-WISE 3D PROJECTOR MARKET GROWTH RATE

5 MARKET OVERVIEW

- 5.1 INTRODUCTION
- 5.2 MARKET DYNAMICS



- 5.2.1 DRIVERS
 - 5.2.1.1 Adoption of 3D projectors in cinema halls
 - 5.2.1.2 Digitalization in education sector
 - 5.2.1.3 Technological advancements in 3D projectors
- 5.2.2 RESTRAINTS
- 5.2.2.1 Technological constraints with DLP projectors and metal halide light source
- 5.2.3 OPPORTUNITIES
 - 5.2.3.1 Increasing use of 3D projectors for events, exhibitions, and museums
 - 5.2.3.2 Rise in importance of laser-based 3D projectors
- 5.2.4 CHALLENGES
 - 5.2.4.1 LED screens as substitutes to projectors

6 3D PROJECTOR MARKET, BY TECHNOLOGY

- **6.1 INTRODUCTION**
- 6.2 DLP
- 6.2.1 HIGH NATIVE CONTRAST OFFERED BY DLP PROJECTORS DRIVES THE GROWTH OF MARKET
- 6.3 LCD
- 6.3.1 FACTORS INCLUDING LOW POWER CONSUMPTION AND LOW MAINTENANCE COST DRIVES THE GROWTH OF MARKET 6.4 LCOS
- 6.4.1 MARKET FOR LCOS BASED 3D PROJECTORS WITH LASER LIGHT SOURCE TO GROW AT A SIGNIFICANT RATE

7 3D PROJECTOR MARKET, BY LIGHT SOURCE

- 7.1 INTRODUCTION
- 7.2 LASER
- 7.2.1 HIGHER CONSISTENCY BRIGHTNESS, WITH A LONGER LAMP LIFE OFFERED BY 3D LASER PROJECTOR TO DRIVE THE GROWTH OF MARKET 7.3 LED
- 7.3.1 MARKET GROWTH DRIVEN BY INCREASING NEED FOR LOW MAINTENANCE COST PROJECTORS
- 7.4 HYBRID
- 7.4.1 BENEFITS OFFERED INCLUDING BETTER IMAGE QUALITY AND LONGER LIGHT SOURCE LIFE TO DRIVE GROWTH OF 3D PROJECTOR MARKET 7.5 METAL HALIDE
 - 7.5.1 METAL HALIDE LAMP TO HOLD LARGEST SHARE OF 3D PROJECTOR



MARKET 7.6 OTHERS

8 3D PROJECTOR MARKET, BY BRIGHTNESS

- 8.1 INTRODUCTION
- 8.2 LESS THAN 2,000 LUMENS
- 8.2.1 MARKET DRIVEN BY APPLICATIONS LIKE HOME ENTERTAINMENT, EDUCATION, AND BUSINESS
- 8.3 2,000 TO 3,999 LUMENS
- 8.3.1 3D PROJECTORS WITH BRIGHTNESS FROM 2,000 LUMENS TO 3,999 LUMENS TO LEAD MARKET
- 8.4 4,000 TO 9,999 LUMENS
- 8.4.1 MARKET FOR 3D PROJECTORS OFFERING 4,000 TO 9,999 LUMENS BRIGHTNESS TO GROW AT A SIGNIFICANT RATE
- 8.5 10,000 & ABOVE LUMENS
- 8.5.1 INCREASING DEMAND FOR HIGHER LUMENS 3D PROJECTORS IN EVENTS AND LARGE VENUES TO DRIVE THE GROWTH OF MARKET

9 3D PROJECTOR MARKET, BY RESOLUTION

- 9.1 INTRODUCTION
- 9.2 VGA
- 9.2.1 MARKET DRIVEN BY SUPER VIDEO GRAPHICS ARRAY AND WIDE VIDEO GRAPHICS ARRAY PROJECTORS
- 9.3 XGA
- 9.3.1 MARKET FOR DLP BASED 3D PROJECTORS OFFERING XGA RESOLUTION TO GROW AT A SIGNIFICANT RATE
- 9.4 HD & FULL HD
- 9.4.1 HIGH QUALITY IMAGE DISPLAYED BY HD & FULL HD RESOLUTION 3D PROJECTOR DRIVES THE GROWTH OF MARKET
- 9.5 4K AND ABOVE
- 9.5.1 INCREASING DEMAND FOR BETTER RESOLUTION OF PROJECTOR TO PROVIDE OPPORTUNITIES FOR THE MARKET

10 3D PROJECTOR MARKET, BY APPLICATION

- 10.1 INTRODUCTION
- 10.2 CINEMA



10.2.1 INCREASING ADOPTION OF DIGITAL SCREENS DRIVES THE GROWTH OF MARKET

10.3 EDUCATION

10.3.1 INCREASING INTERESTS FROM END-USERS FOR INTERACTIVE PROJECTORS PROVIDES OPPORTUNITY FOR THE MARKET 10.4 BUSINESS

10.4.1 DLP PROJECTORS TO LEAD MARKET FOR BUSINESS APPLICATION 10.5 HOME THEATER AND GAMING

10.5.1 AVAILABILITY OF LOW COST PROJECTORS PROVIDES OPPORTUNITY FOR HOME CINEMA AND GAMING APPLICATION

10.6 EVENTS AND LARGE VENUES

10.6.1 INCREASING REQUIREMENTS OF HIGH BRIGHTNESS AND QUALITY IMAGES DRIVES THE GROWTH OF MARKET 10.7 OTHERS

11 GEOGRAPHIC ANALYSIS

11.1 INTRODUCTION

11.2 NORTH AMERICA

11.2.1 US

11.2.1.1 Increasing investments in education sector propels growth of market

11.2.2 CANADA

11.2.2.1 Cinema and Events important applications for 3D projector market in country 11.2.3 MEXICO

11.2.3.1 Educational sector to contribute significantly to 3D projector market in this country

11.3 EUROPE

11.3.1 GERMANY

11.3.1.1 Emerging technologies like virtual reality to provide opportunity for the market

11.3.2 UK

11.3.2.1 Events and exhibition one of the important application areas for UK market 11.3.3 FRANCE

11.3.3.1 Cinema and events to play important role in 3D projector market 11.3.4 ITALY

11.3.4.1 Growing tourism industry to provide opportunity for the market

11.3.5 REST OF EUROPE

11.4 APAC

11.4.1 CHINA



- 11.4.1.1 Rising number of 3D movie screens and increasing adoption of projectors for home theatre application fuel the growth of market
 - 11.4.2 JAPAN
- 11.4.2.1 Different developments carried out by leading players play important role in 3D projector market
 - 11.4.3 INDIA
- 11.4.3.1 Increasing adoption of digital technologies in education sector to provide opportunity for the market
 - 11.4.4 SOUTH KOREA
 - 11.4.4.1 Adoption of laser projectors in cinema application to drive the growth market 11.4.5 REST OF APAC
- 11.5 ROW
 - 11.5.1 MIDDLE EAST & AFRICA
- 11.5.1.1 Increasing number of cinema screens to provide significant growth opportunities for the market
 - 11.5.2 SOUTH AMERICA
 - 11.5.2.1 Events and cinema are important applications for 3D projector market

12 COMPETITIVE LANDSCAPE

- 12.1 OVERVIEW
- 12.2 MARKET RANKING ANALYSIS
 - 12.2.1 PRODUCT LAUNCHES
- 12.2.2 AGREEMENTS, COLLABORATIONS, PARTNERSHIPS, AND CONTRACTS
- 12.2.3 MERGERS & ACQUISITIONS
- 12.2.4 EXPANSION
- 12.3 COMPETITIVE LEADERSHIP MAPPING
 - 12.3.1 VISIONARY LEADERS
 - 12.3.2 DYNAMIC DIFFERENTIATORS
 - 12.3.3 INNOVATORS
 - 12.3.4 EMERGING PLAYERS

13 COMPANY PROFILE

(Business Overview, Products Offered, Recent Developments, SWOT Analysis, and MnM View)*

- 13.1 INTRODUCTION
- 13.2 KEY PLAYERS
 - 13.2.1 SONY



- 13.2.2 OPTOMA
- 13.2.3 EPSON
- 13.2.4 BARCO
- 13.2.5 VIVITEK CORPORATION
- 13.2.6 BENQ
- 13.2.7 CHRISTIE DIGITAL
- 13.2.8 JVCKENWOOD (JVC)
- 13.2.9 NEC DISPLAY SOLUTIONS, LTD.
- 13.2.10 PANASONIC
- **13.2.11 VIEWSONIC**
- 13.3 OTHER KEY PLAYERS
 - 13.3.1 ACER
 - **13.3.2 BOXLIGHT**
 - 13.3.3 CANON
 - 13.3.4 DELL
 - 13.3.5 DIGITAL PROJECTION
 - 13.3.6 DUKANE
 - **13.3.7 INFOCUS**
 - 13.3.8 SIM2
 - 13.3.9 WOLF CINEMA
- *Details on Business Overview, Products Offered, Recent Developments, SWOT Analysis, and MnM View might not be captured in case of unlisted companies.

14 APPENDIX

- 14.1 DISCUSSION GUIDE
- 14.2 KNOWLEDGE STORE: MARKETSANDMARKETS' SUBSCRIPTION PORTAL
- 14.3 AVAILABLE CUSTOMIZATIONS
- 14.4 RELATED REPORTS
- 14.5 AUTHOR DETAILS



List Of Tables

LIST OF TABLES

TABLE 1 3D PROJECTOR MARKET, BY TECHNOLOGY, 2015–2024 (USD MILLION) TABLE 2 MARKET FOR DLP-BASED 3D PROJECTORS, BY RESOLUTION, 2015–2024 (USD MILLION)

TABLE 3 MARKET FOR DLP-BASED 3D PROJECTORS, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 4 MARKET FOR DLP-BASED 3D PROJECTORS, BY APPLICATION, 2015–2024 (USD MILLION)

TABLE 5 MARKET FOR DLP-BASED 3D PROJECTORS, BY REGION, 2015–2024 (USD MILLION)

TABLE 6 MARKET FOR LCD-BASED 3D PROJECTORS, BY RESOLUTION, 2015–2024 (USD MILLION)

TABLE 7 MARKET FOR LCD-BASED 3D PROJECTOR, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 8 MARKET FOR LCD-BASED 3D PROJECTORS, BY APPLICATION, 2015–2024 (USD MILLION)

TABLE 9 MARKET FOR LCD-BASED 3D PROJECTORS, BY REGION, 2015–2024 (USD MILLION)

TABLE 10 MARKET FOR LCOS-BASED 3D PROJECTORS, BY RESOLUTION, 2015–2024 (USD MILLION)

TABLE 11 MARKET FOR LCOS-BASED 3D PROJECTORS, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 12 MARKET FOR LCOS-BASED 3D PROJECTORS, BY APPLICATION, 2015–2024 (USD MILLION)

TABLE 13 MARKET FOR LCOS-BASED 3D PROJECTORS, BY REGION, 2015–2024 (USD MILLION)

TABLE 14 3D PROJECTOR MARKET, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 15 3D LASER PROJECTOR MARKET, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 16 3D LASER PROJECTOR MARKET, BY BRIGHTNESS, 2015–2024 (USD MILLION)

TABLE 17 3D PROJECTOR WITH LED LIGHT SOURCE MARKET, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 18 MARKET FOR LED LIGHT SOURCE-BASED 3D PROJECTOR, BY BRIGHTNESS, 2015–2024 (USD MILLION)



TABLE 19 MARKET FOR METAL HALIDE-BASED 3D PROJECTORS, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 20 MARKET FOR METAL HALIDE-BASED 3D PROJECTORS, BY BRIGHTNESS, 2015–2024 (USD MILLION)

TABLE 21 MARKET FOR 3D PROJECTORS BASED ON OTHER LIGHT SOURCE, BY BRIGHTNESS, 2015–2024 (USD MILLION)

TABLE 22 3D PROJECTOR MARKET, BY BRIGHTNESS, 2015–2024 (USD MILLION) TABLE 23 3D PROJECTOR MARKET FOR BRIGHTNESS LESS THAN 2,000

LUMENS, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 24 3D PROJECTOR MARKET FOR BRIGHTNESS RANGING FROM 2,000 TO 3,999 LUMENS, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 25 3D PROJECTOR MARKET FOR BRIGHTNESS RANGING FROM 4,000 TO 9,999 LUMENS, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 26 3D PROJECTOR MARKET FOR BRIGHTNESS OF 10,000 AND ABOVE LUMENS, BY LIGHT SOURCE, 2015–2024 (USD MILLION)

TABLE 27 3D PROJECTOR MARKET, BY RESOLUTION, 2015–2024 (USD MILLION) TABLE 28 MARKET FOR 3D PROJECTOR WITH VGA RESOLUTION, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 29 MARKET FOR 3D PROJECTORS WITH XGA RESOLUTION, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 30 MARKET FOR 3D PROJECTORS WITH HD & FULL HD RESOLUTION, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 31 MARKET FOR 3D PROJECTORS WITH 4K AND ABOVE RESOLUTION, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 32 3D PROJECTOR MARKET, BY APPLICATION, 2015–2024 (USD MILLION) TABLE 33 3D PROJECTOR MARKET FOR CINEMA, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 34 DLP-BASED 3D PROJECTOR MARKET FOR CINEMA, BY REGION, 2015–2024 (USD MILLION)

TABLE 35 LCOS-BASED 3D PROJECTOR MARKET FOR CINEMA, BY REGION, 2015–2024 (USD MILLION)

TABLE 36 3D PROJECTOR MARKET FOR EDUCATION, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 37 DLP-BASED 3D PROJECTOR MARKET FOR EDUCATION, BY REGION, 2015–2024 (USD MILLION)

TABLE 38 LCD-BASED 3D PROJECTOR MARKET FOR EDUCATION, BY REGION, 2015–2024 (USD MILLION)

TABLE 39 LCOS-BASED 3D PROJECTOR MARKET FOR EDUCATION, BY REGION, 2015–2024 (USD MILLION)



TABLE 40 3D PROJECTOR MARKET FOR BUSINESS, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 41 MARKET FOR DLP-BASED 3D PROJECTORS FOR BUSINESS, BY REGION, 2015–2024 (USD MILLION)

TABLE 42 MARKET FOR LCD-BASED 3D PROJECTORS FOR BUSINESS, BY REGION, 2015–2024 (USD MILLION)

TABLE 43 MARKET FOR LCOS-BASED 3D PROJECTORS FOR BUSINESS, BY REGION, 2015–2024 (USD MILLION)

TABLE 44 3D PROJECTOR MARKET FOR HOME THEATER AND GAMING, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 45 MARKET FOR DLP-BASED 3D PROJECTORS FOR HOME THEATER AND GAMING, BY REGION, 2015–2024 (USD MILLION)

TABLE 46 MARKET FOR LCD-BASED 3D PROJECTORS FOR HOME THEATER AND GAMING, BY REGION, 2015–2024 (USD MILLION)

TABLE 47 MARKET FOR LCOS-BASED 3D PROJECTORS FOR HOME THEATER AND GAMING, BY REGION, 2015–2024 (USD MILLION)

TABLE 48 3D PROJECTOR MARKET FOR EVENTS AND LARGE VENUES, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 49 MARKET FOR DLP-BASED 3D PROJECTORS FOR EVENTS AND LARGE VENUES, BY REGION, 2015–2024 (USD MILLION)

TABLE 50 MARKET FOR LCD-BASED 3D PROJECTORS FOR EVENTS AND LARGE VENUES, BY REGION, 2015–2024 (USD MILLION)

TABLE 51 MARKET FOR LCOS-BASED 3D PROJECTORS FOR EVENTS AND LARGE VENUES, BY REGION, 2015–2024 (USD MILLION)

TABLE 52 3D PROJECTOR MARKET FOR OTHER APPLICATIONS, BY TECHNOLOGY, 2015–2024 (USD MILLION)

TABLE 53 MARKET FOR DLP-BASED 3D PROJECTORS FOR OTHER APPLICATIONS, BY REGION, 2015–2024 (USD MILLION)

TABLE 54 MARKET FOR LCD-BASED 3D PROJECTORS FOR OTHER APPLICATIONS, BY REGION, 2015–2024 (USD MILLION)

TABLE 55 MARKET FOR LCOS-BASED 3D PROJECTORS FOR OTHER APPLICATIONS, BY REGION, 2015–2024 (USD MILLION)

TABLE 56 3D PROJECTOR MARKET, BY REGION, 2015–2024 (USD MILLION) TABLE 57 3D PROJECTOR MARKET IN NORTH AMERICA, BY COUNTRY, 2015–2024 (USD MILLION)

TABLE 58 3D PROJECTOR MARKET IN EUROPE, BY COUNTRY, 2015–2024 (USD MILLION)

TABLE 59 3D PROJECTOR MARKET IN APAC, BY COUNTRY, 2015–2024 (USD MILLION)



TABLE 60 3D PROJECTOR MARKET IN ROW, BY REGION, 2015–2024 (USD MILLION)

TABLE 61 PRODUCT LAUNCH, 2018–2019

TABLE 62 AGREEMENT, COLLABORATION, PARTNERSHIP, AND CONTRACT, 2017–2018

TABLE 63 MERGERS & ACQUISITIONS, 2019

TABLE 64 EXPANSION, 2018



List Of Figures

LIST OF FIGURES

FIGURE 1 3D PROJECTOR MARKET: RESEARCH DESIGN

FIGURE 2 3D PROJECTOR MARKET: PROCESS FLOW OF MARKET SIZE

ESTIMATION

FIGURE 3 3D PROJECTOR: BOTTOM-UP APPROACH

FIGURE 4 3D PROJECTOR MARKET: TOP-DOWN APPROACH

FIGURE 5 DATA TRIANGULATION

FIGURE 6 ASSUMPTIONS FOR RESEARCH STUDY

FIGURE 7 DLP-BASED 3D PROJECTORS TO DOMINATE THE MARKET BY 2024

FIGURE 8 MARKET FOR 3D PROJECTOR WITH LASER LIGHT SOURCE TO GROW

AT HIGHEST CAGR DURING FORECAST PERIOD

FIGURE 9 3D PROJECTORS OFFERING HD & FULL HD RESOLUTION TO HOLD

LARGEST SIZE OF THE MARKET BY 2024

FIGURE 10 MARKET FOR 3D PROJECTOR FEATURING 10,000 AND ABOVE

LUMENS TO GROW AT HIGHEST CAGR DURING FORECAST PERIOD

FIGURE 11 CINEMA TO GROW AT HIGHEST CAGR IN 3D PROJECTOR MARKET

DURING FORECAST PERIOD

FIGURE 12 APAC TO ACCOUNT FOR LARGEST SHARE OF 3D PROJECTOR

MARKET BY 2024

FIGURE 13 GROWING ADOPTION OF 3D PROJECTORS IN CINEMA THEATERS

ALONG WITH TECHNOLOGICAL ADVANCEMENT IN 3D PROJECTORS TO DRIVE

MARKET FOR 3D PROJECTORS

FIGURE 14 DLP TECHNOLOGY AND APAC TO HOLD LARGEST SHARE OF 3D

PROJECTOR MARKET BY 2024

FIGURE 15 3D PROJECTOR MARKET IN CHINA TO GROW AT FASTEST RATE

DURING FORECAST PERIOD

FIGURE 16 3D PROJECTOR MARKET DYNAMICS

FIGURE 17 DLP TECHNOLOGY BASED 3D PROJECTOR MARKET TO GROW AT

HIGHEST CAGR DURING FORECAST PERIOD

FIGURE 18 MARKET FOR DLP-BASED 3D PROJECTOR WITH LASER LIGHT

SOURCE TO GROW AT HIGHEST CAGR DURING FORECAST PERIOD

FIGURE 19 3D DLP PROJECTOR IN APAC TO HOLD LARGEST MARKET SHARE IN 2024

FIGURE 20 3D PROJECTORS BASED ON LASER LIGHT SOURCE TO GROW AT

HIGHEST CAGR DURING FORECAST PERIOD

FIGURE 21 3D LASER PROJECTORS WITH DLP TECHNOLOGY TO DOMINATE



THE MARKET DURING FORECAST PERIOD

FIGURE 22 METAL HALIDE-BASED 3D PROJECTORS WITH DLP TECHNOLOGY TO DOMINATE THE MARKET DURING FORECAST PERIOD

FIGURE 23 3D PROJECTORS WITH BRIGHTNESS FROM 2,000 TO 3,999 LUMENS TO HOLD LARGEST SIZE OF THE MARKET BY 2024

FIGURE 24 3D PROJECTORS WITH METAL HALIDE LIGHT SOURCE OFFERING BRIGHTNESS RANGING FROM 2,000 TO 3,999 LUMENS TO HOLD LARGEST MARKET SIZE DURING FORECAST PERIOD

FIGURE 25 MARKET FOR 3D PROJECTORS WITH RESOLUTION OF 4K & ABOVE TO GROW AT HIGHEST CAGR DURING FORECAST PERIOD

FIGURE 26 MARKET FOR DLP-BASED 3D PROJECTORS WITH HD AND FULL HD RESOLUTION TO DOMINATE THE MARKET DURING FORECAST PERIOD

FIGURE 27 3D PROJECTOR MARKET FOR CINEMA APPLICATION TO GROW AT HIGHEST CAGR DURING THE FORECAST PERIOD

FIGURE 28 3D PROJECTOR MARKET IN APAC TO GROW AT HIGHEST CAGR DURING FORECAST PERIOD

FIGURE 29 NORTH AMERICA: SNAPSHOT OF 3D PROJECTOR MARKET
FIGURE 30 US TO DOMINATE 3D PROJECTOR MARKET IN NORTH AMERICA BY
2024

FIGURE 31 EUROPE: SNAPSHOT OF 3D PROJECTOR MARKET

FIGURE 32 FRANCE TO GROW AT HIGHEST CAGR IN EUROPEAN 3D

PROJECTOR MARKET DURING FORECAST PERIOD

FIGURE 33 APAC: SNAPSHOT OF 3D PROJECTOR MARKET

FIGURE 34 CHINA TO DOMINATE 3D PROJECTOR MARKET IN APAC BY 2024

FIGURE 35 SOUTH AMERICA TO LEAD 3D PROJECTOR MARKET IN ROW

DURING FORECAST PERIOD

FIGURE 36 ORGANIC AND INORGANIC STRATEGIES ADOPTED BY COMPANIES OPERATING IN 3D PROJECTOR MARKET

FIGURE 37 MARKET PLAYER RANKING, 2018

FIGURE 38 3D PROJECTOR MARKET (GLOBAL) COMPETITIVE LEADERSHIP MAPPING (2018)

FIGURE 39 SONY: COMPANY SNAPSHOT FIGURE 40 EPSON: COMPANY SNAPSHOT FIGURE 41 BARCO: COMPANY SNAPSHOT

FIGURE 42 JVCKENWOOD: COMPANY SNAPSHOT FIGURE 43 PANASONIC: COMPANY SNAPSHOT



I would like to order

Product name: 3D Projector Market by Technology (DLP, LCD, LCoS), Light Source (Laser, Metal

Halide, Hybrid, LED), Brightness, Resolution, Application (Cinema, Education, Business, Events & Large Venues, Home Theater & Gaming) and Region - Global Forecast to 2024

Product link: https://marketpublishers.com/r/3EA1AD98DA8EN.html

Price: US\$ 5,650.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer

Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/3EA1AD98DA8EN.html

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:	
Last name:	
Email:	
Company:	
Address:	
City:	
Zip code:	
Country:	
Tel:	
Fax:	
Your message:	
	**All fields are required
	Custumer signature

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at https://marketpublishers.com/docs/terms.html

To place an order via fax simply print this form, fill in the information below



and fax the completed form to +44 20 7900 3970