

3D and 4D Technology Market by Solution Type (3D & 4D Input Devices, 3D and 4D Imaging Solutions, 3D Output Devices), End Use Application (3D and 4D Gaming, 3D & 4D Cinema), Vertical (Entertainment, Military and Defense) Region - Global Forecast to 2029

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Abstracts

The 3D and 4D technology market is projected to grow from USD 399.7 billion in 2024 and is projected to reach USD 866.5 billion by 2029; it is expected to grow at a CAGR of 16.7% from 2024 to 2029.

The growth of the 3D and 4D technology market is driven by governed by the augmented demand for 3D and 4D technology in entertainment industry, surge in the trend of 3D and 4D gaming, increasing demand for 3D-enabled devices across verticals. However, interoperability issues associated with 3D imaging solutions and hardware is limiting the growth of the 3D and 4D technology market.

“3D and 4D gaming end use application to dominate the market during the forecast period.”

3D and 4D games add an exciting element of reality to the experience of video games. Owing to this, people prefer gaming over other forms of entertainment. High-end graphics and rendering technologies create detailed and realistic 3D environments, characters, and special effects in games. Advanced rendering techniques, combined with dynamic elements over time, contribute to more realistic and visually captivating gaming experiences. This includes changes in lighting, weather, and day-night cycles. Furthermore, increasing penetration and easy accessibility to broadband internet is also supporting the growth of the 3D and 4D gaming market.

“Construction vertical segment to witness the significant growth during the forecast period.” Integrating 3D technology in the construction sector offers various benefits to contractors, engineers, and construction consultants. 3D engineered models for construction provide transportation agencies, contractors, and consultants a better understanding of the design with a virtual representation of the project design. In the construction sector, various 3D rendering and modeling software, such as CAD, 3DS MAX, and building information modeling (BIM), is used to enhance the designing processes. FARO Technologies, Inc. (US) offers various BIM solutions through which engineers can compare the 3D building status with the CAD model to ensure quality control processes, thus eliminating expensive and time-consuming rework. The construction sector uses 3D imaging solutions to enhance designs, as it helps customers, contractors, and engineers to understand and experience the designs in a better manner. Traditionally, architectural 3D imaging describes the artistic representation of the reality of the architect’s design. Now, with the emergence of digital technologies and the advent of rendering software, more precise and accurate blueprints of upcoming buildings can be created.

“3D smartphones product sub-segment for 3D output devices to grow at the highest CAGR during the forecast period.” The 3D smartphones segment is estimated to grow at the highest CAGR from 2024 to 2029. The adoption of 3D technology enables the development of innovative user interfaces, such as gesture-based controls and spatial interactions. This contributes to a more intuitive and dynamic user experience. The integration of 3D features with other smartphone functionalities contributes to the overall technological convergence in modern mobile devices. This aligns with the trend of multifunctional and versatile smartphones. 3D smartphones play a crucial role in AR applications, offering users the ability to interact with virtual objects in the real world. This has implications for gaming, navigation, education, and various other AR experiences.

“Military and Defense vertical segment to exhibit highest growth for the 3D and 4D technology market during forecast period”

The market for military and defense vertical segment is projected to grow at the highest CAGR from 2024 to 2029. The surging demand for head-mounted displays to track the movements of the opponent and identify their exact location is likely to drive the growth of the military and defense market during the forecast period. HMDs are utilized for mission planning, providing military personnel with enhanced situational awareness by overlaying digital maps, intelligence data, and mission parameters. Operators of unmanned aerial vehicles (UAVs) use HMDs for piloting and controlling drones,

providing a first-person view of the drone's perspective. HMDs enhance the surveillance capabilities of drone operators, allowing them to monitor live video feeds and telemetry data in real time. HMDs with night vision capabilities enhance pilot visibility during nighttime operations, displaying relevant information without the need for external lighting. 3D scanners are used to assess damage to aircraft structures, providing detailed information to engineers and maintenance crews for effective repair planning. Also, 3D and 4D technology-based navigation and metrological solutions guide the defense forces appropriately during their journey. In the aerospace and defense sector, there is an increase in the demand for 3D and 4D solutions in application areas including drone operations, air traffic control (ATC), situation awareness and intelligence analysis, and aircraft design and prototyping.

“North America to hold the largest share of the 3D and 4D technology market during the forecast period” North America held the largest share of the 3D and 4D technology market, and this trend is expected to continue during the forecast period. This can be attributed to the increased investments made by key players towards the development of 3D and 4D devices and solutions to cater to the demands of end users. Various key players offering 3D and 4D devices and solutions in North America are boosting their production and widening their distribution networks. Moreover, in the US, 3D gaming has become very popular with advanced and simplified 3D technology.

In the process of determining and verifying the market size for several segments and subsegments gathered through secondary research, extensive primary interviews have been conducted with key industry experts in the 3D and 4D technology space. The break-up of primary participants for the report has been shown below:

By Company Type: Tier 1 – 40%, Tier 2 – 40%, and Tier 3 – 20% By Designation: C-level Executives – 40%, Directors – 40%, and Others – 20% By Region: North America – 40%, Europe – 30%, Asia Pacific – 20%, and RoW – 10%

The report profiles key players in 3D and 4D technology market with their respective market ranking analysis. Prominent players profiled in this report include c, Dassault Systèmes (France), Stratasys (Israel), FARO (US), 3D Systems (US), Vicon (UK), Panasonic (Japan), Philip (Netherlands), Qualisys (Sweden), Barco (Belgium), Google (US), Cognex (US), LG Electronics (South Korea), Basler AG (Germany), DreamWorks Animation (US), Dolby Laboratories, Inc. (US), NANSENSE (US), Quidient (US), Rokoko (Denmark), 4D Sensor Inc. (Japan), Vayyar Imaging (Israel), Matterport (US), Creality (China), INTAMSYS (China), Eplus3D (China)

Research Coverage: This research report categorizes the 3D and 4D technology market on the basis of solution type, end use application, vertical, and region. The report describes the major drivers, restraints, challenges, and opportunities pertaining to the 3D and 4D technology market and forecasts the same till 2029. Apart from these, the report also consists of leadership mapping and analysis of all the companies included in the 3D and 4D technology market ecosystem.

Key Benefits of Buying the Report

The report will help the market leaders/new entrants in this market with information on the closest approximations of the revenue numbers for the overall 3D and 4D technology market and the subsegments. This report will help stakeholders understand the competitive landscape and gain more insights to position their businesses better and to 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.

The report provides insights on the following pointers:

Analysis of key drivers (Rising demand for 3D and 4D technology in entertainment industry, Rising demand for 3D-enabled devices across verticals, Increasing urbanization, push for productivity, and environment concerns in architecture and construction verticals, Surge in the trend of 3D and 4D gaming), restraints (High maintenance costs of 3D and 4D imaging devices, Interoperability issues with 3D imaging solutions and hardware), opportunities (Rising adoption of 3D printing in healthcare, Military and defense sector to create lucrative opportunities, Ongoing advancements and increasing research initiatives to commercialize 4D printing, High demand for 3D imaging solutions in retail and e-commerce vertical, Increasing investments in AI by 3D medical device manufacturers), challenges (Lack of standard 3D file formats, Demand for data processing and storage, High power consumption requirements for 3D image processing) influencing the growth of the 3D and 4D technology market.

Product Development/Innovation: Detailed insights on upcoming technologies, research & development activities, and new product & service launches in the 3D and 4D technology market. **Market Development:** Comprehensive information about lucrative markets – the report analyses the 3D and 4D

technology market across varied regions

Market Diversification: Exhaustive information about new products & services, untapped geographies, recent developments, and investments in the 3D and 4D technology market .

Competitive Assessment: In-depth assessment of market shares, growth strategies and service offerings of leading players like 3D and 4D technology, among others in the 3D and 4D technology market

Contents

1 INTRODUCTION

1.1 STUDY OBJECTIVES

1.2 MARKET DEFINITION

1.3 INCLUSIONS AND EXCLUSIONS

1.4 STUDY SCOPE

1.4.1 MARKETS COVERED

FIGURE 1 3D AND 4D TECHNOLOGY MARKET SEGMENTATION

1.4.2 REGIONAL SCOPE

1.4.3 YEARS CONSIDERED

1.5 CURRENCY CONSIDERED

1.6 UNITS CONSIDERED

1.7 LIMITATIONS

1.8 STAKEHOLDERS

1.9 SUMMARY OF CHANGES

1.10 IMPACT OF RECESSION ON 3D AND 4D TECHNOLOGY MARKET

FIGURE 2 GDP GROWTH PROJECTION FOR MAJOR ECONOMIES TILL 2023

2 RESEARCH METHODOLOGY

2.1 RESEARCH DATA

FIGURE 3 3D AND 4D TECHNOLOGY MARKET: RESEARCH DESIGN

2.1.1 SECONDARY DATA

2.1.1.1 List of major secondary sources

2.1.1.2 Key data from secondary sources

2.1.2 PRIMARY DATA

2.1.2.1 Primary data

2.1.2.2 Key data from primary sources

2.1.2.3 Breakdown of primaries

2.1.3 SECONDARY AND PRIMARY RESEARCH

2.1.3.1 Key industry insights

2.2 MARKET SIZE ESTIMATION

FIGURE 4 MARKET SIZE ESTIMATION METHODOLOGY: REVENUE OF MARKET PLAYERS

2.2.1 BOTTOM-UP APPROACH

2.2.1.1 Approach to estimate market size using bottom-up analysis (demand side)

FIGURE 5 MARKET SIZE ESTIMATION METHODOLOGY: BOTTOM-UP APPROACH

2.2.2 TOP-DOWN APPROACH

2.2.2.1 Approach to estimate market size using top-down analysis (supply side)

FIGURE 6 MARKET SIZE ESTIMATION METHODOLOGY: TOP-DOWN APPROACH

2.3 MARKET BREAKDOWN AND DATA TRIANGULATION

FIGURE 7 DATA TRIANGULATION

2.4 RESEARCH ASSUMPTIONS

2.5 RISK ASSESSMENT

2.5.1 PARAMETERS CONSIDERED TO ANALYZE IMPACT OF RECESSION

TABLE 1 PARAMETERS CONSIDERED TO ANALYZE IMPACT OF RECESSION

2.6 LIMITATIONS

FIGURE 8 LIMITATIONS

3 EXECUTIVE SUMMARY

3.1 GROWTH RATE ASSUMPTIONS/FORECAST

FIGURE 9 3D AND 4D END-USE APPLICATIONS SEGMENT TO HOLD LARGEST MARKET SHARE BY 2029

FIGURE 10 3D NAVIGATION SEGMENT TO RECORD HIGHEST GROWTH FROM 2024 TO 2029

FIGURE 11 MILITARY AND DEFENSE SEGMENT TO EXHIBIT HIGHEST CAGR FROM 2024 TO 2029

FIGURE 12 NORTH AMERICA LIKELY TO ACCOUNT FOR LARGEST MARKET SHARE DURING 2024–2029

4 PREMIUM INSIGHTS

4.1 ATTRACTIVE GROWTH OPPORTUNITIES FOR PLAYERS IN 3D AND 4D TECHNOLOGY MARKET

FIGURE 13 GROWING DEMAND FOR 3D AND 4D DEVICES IN CONSUMER ELECTRONICS AND ENTERTAINMENT VERTICALS TO DRIVE MARKET

4.2 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY PRODUCT

FIGURE 14 3D AND 4D CAMERAS TO CAPTURE LARGEST SHARE OF 3D AND 4D INPUT DEVICES MARKET BY 2029

4.3 3D OUTPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY PRODUCT

FIGURE 15 3D TELEVISIONS TO CAPTURE LARGEST SHARE OF 3D OUTPUT DEVICES MARKET BY 2029

4.4 3D AND 4D IMAGING SOLUTIONS: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION

FIGURE 16 3D AND 4D RENDERING SEGMENT TO CAPTURE LARGEST SHARE OF 3D AND 4D IMAGING SOLUTIONS MARKET BY 2029

4.5 3D AND 4D TECHNOLOGY MARKET, BY REGION

FIGURE 17 NORTH AMERICA TO DOMINATE MARKET DURING FORECAST PERIOD

4.6 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL

FIGURE 18 ENTERTAINMENT SEGMENT TO HOLD LARGEST MARKET SHARE DURING FORECAST PERIOD

4.7 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION AND COUNTRY

FIGURE 19 3D AND 4D GAMING SEGMENT AND CHINA HELD LARGEST SHARES OF ASIA PACIFIC 3D AND 4D TECHNOLOGY MARKET IN 2023

4.8 3D AND 4D TECHNOLOGY MARKET, BY GEOGRAPHY

FIGURE 20 CHINA TO REGISTER HIGHEST CAGR IN GLOBAL 3D AND 4D TECHNOLOGY MARKET DURING FORECAST PERIOD

5 MARKET OVERVIEW

5.1 INTRODUCTION

5.2 MARKET DYNAMICS

FIGURE 21 3D AND 4D TECHNOLOGY MARKET: DRIVERS, RESTRAINTS, OPPORTUNITIES, AND CHALLENGES

5.2.1 DRIVERS

5.2.1.1 Rising demand for 3D and 4D solutions in entertainment industry

5.2.1.2 Growing adoption of 3D-enabled devices across verticals

5.2.1.3 Increasing adoption of 3D technology in construction industry

5.2.1.4 Consolidating trend of 3D and 4D gaming

FIGURE 22 3D AND 4D TECHNOLOGY MARKET: DRIVERS AND THEIR IMPACT

5.2.2 RESTRAINTS

5.2.2.1 High maintenance costs of 3D and 4D imaging devices

5.2.2.2 Interoperability issues associated with 3D imaging solutions and hardware

FIGURE 23 3D AND 4D TECHNOLOGY MARKET: RESTRAINTS AND THEIR IMPACT

5.2.3 OPPORTUNITIES

5.2.3.1 Rising adoption of 3D printing and AI-based 3D and 4D solutions in healthcare

5.2.3.2 Expanding application scope of 3D and 4D technology-based solutions in military and defense sector

5.2.3.3 Ongoing advancements and increasing research initiatives to commercialize

4D printing

5.2.3.4 Rising utilization of 3D imaging in retail and e-commerce verticals to increase engagement

FIGURE 24 3D AND 4D TECHNOLOGY MARKET: OPPORTUNITIES AND THEIR IMPACT

5.2.4 CHALLENGES

5.2.4.1 Lack of standard 3D file formats

5.2.4.2 Issues associated with processing and storage of large datasets generated by 3D imaging

FIGURE 25 3D AND 4D TECHNOLOGY MARKET: CHALLENGES AND THEIR IMPACT

5.3 VALUE CHAIN ANALYSIS

FIGURE 26 3D AND 4D TECHNOLOGY VALUE CHAIN

5.3.1 RESEARCH, DESIGN, AND DEVELOPMENT CENTERS

5.3.2 RAW MATERIAL SUPPLIERS

5.3.3 3D AND 4D TECHNOLOGY AND SOFTWARE PROVIDERS

5.3.4 ORIGINAL DEVICE MANUFACTURERS (ODMS)

5.3.5 SUPPLIERS AND DISTRIBUTORS

5.3.6 END USERS

5.4 ECOSYSTEM/MARKET MAP

FIGURE 27 3D AND 4D TECHNOLOGY ECOSYSTEM

TABLE 2 3D AND 4D TECHNOLOGY MARKET: ROLE OF PLAYERS IN ECOSYSTEM

5.5 TRENDS/DISRUPTIONS IMPACTING CUSTOMERS' BUSINESSES

FIGURE 28 TRENDS/DISRUPTIONS IMPACTING CUSTOMERS' BUSINESSES

5.6 TECHNOLOGY ANALYSIS

5.6.1 KEY TECHNOLOGIES

5.6.1.1 Structured light 3D scanning technology

5.6.1.2 Complementary metal-oxide-semiconductor (CMOS) technology

5.6.1.3 Stereoscopy or stereo imaging technology

5.6.2 COMPLEMENTARY TECHNOLOGY

5.6.2.1 Laser triangulation technology

5.6.3 ADJACENT TECHNOLOGIES

5.6.3.1 Artificial intelligence (AI)

5.6.3.2 Internet of Things (IoT)

5.6.3.3 Blockchain

5.7 PORTER'S FIVE FORCES ANALYSIS

FIGURE 29 3D AND 4D TECHNOLOGY MARKET: PORTER'S FIVE FORCES ANALYSIS

TABLE 3 3D AND 4D TECHNOLOGY MARKET: IMPACT ANALYSIS OF PORTER'S

FIVE FORCES

5.7.1 THREAT OF NEW ENTRANTS

5.7.2 THREAT OF SUBSTITUTES

5.7.3 BARGAINING POWER OF SUPPLIERS

5.7.4 BARGAINING POWER OF BUYERS

5.7.5 INTENSITY OF COMPETITIVE RIVALRY

5.8 CASE STUDY ANALYSIS

5.8.1 3D SYSTEMS' TITAN PELLET 3D PRINTER HELPED PRINT CRITICAL RACE CAR COMPONENT IN 36 HOURS

5.8.2 CHRISTOPHER TOOL ACHIEVES FASTER INSPECTIONS WITH 3D-PRINTED CMM FIXTURES

5.8.3 IMPLANT CONCIERGE UTILIZED STRATASYS TECHNOLOGY TO ENHANCE BUSINESS MODEL

5.8.4 BWT ALPINE F1 TEAM BOLSTERS ADDITIVE MANUFACTURING WORKFLOW WITH 3D PRINTING SYSTEMS

5.8.5 AUSTRALIA-BASED LITTLE HINGES SHOWS PROPERTIES EFFICIENTLY AND REMOTELY USING MATTERPORT'S PRO2 3D CAMERA

5.9 TARIFF ANALYSIS

TABLE 4 MFN TARIFFS FOR HS CODE 852990-COMPLIANT PRODUCTS EXPORTED BY US

TABLE 5 MFN TARIFFS FOR HS CODE 852990-COMPLIANT PRODUCTS EXPORTED BY CHINA

5.10 REGULATORY LANDSCAPE

5.10.1 REGULATIONS

5.10.1.1 General Data Protection Regulation

5.10.1.2 Health Insurance Portability and Accountability Act (HIPAA), 1996

5.10.1.3 Federal Communications Commission (FCC) Certification

5.10.2 STANDARDS

5.10.3 REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS

TABLE 6 NORTH AMERICA: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS

TABLE 7 EUROPE: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS

TABLE 8 ASIA PACIFIC: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS

TABLE 9 ROW: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS

5.11 AVERAGE SELLING PRICE ANALYSIS

TABLE 10 AVERAGE SELLING PRICE OF 3D INPUT DEVICES

FIGURE 30 AVERAGE SELLING PRICE OF 3D INPUT DEVICES

5.11.1 AVERAGE SELLING PRICE OF 3D INPUT DEVICES OFFERED BY KEY PLAYERS, BY PRODUCT

FIGURE 31 AVERAGE SELLING PRICE OF 3D INPUT DEVICES OFFERED BY KEY PLAYERS, BY PRODUCT

TABLE 11 AVERAGE SELLING PRICE OF 3D INPUT DEVICES OFFERED BY KEY PLAYERS, BY PRODUCT

5.12 TRADE ANALYSIS

TABLE 12 IMPORT DATA FOR HS CODE 852990-COMPLIANT PRODUCTS, BY COUNTRY, 2018–2022 (USD MILLION)

TABLE 13 EXPORT DATA FOR HS CODE 852990-COMPLIANT PRODUCTS, BY COUNTRY, 2018–2022 (USD MILLION)

5.13 PATENT ANALYSIS

TABLE 14 LIST OF FEW PATENTS RELATED TO 3D AND 4D TECHNOLOGY

TABLE 15 TOP 20 PATENT OWNERS IN 3D AND 4D TECHNOLOGY MARKET IN LAST 10 YEARS

FIGURE 32 TOP 10 COMPANIES WITH HIGHEST NUMBER OF PATENT APPLICATIONS IN LAST 10 YEARS

FIGURE 33 NUMBER OF PATENTS GRANTED PER YEAR, 2013–2023

5.14 KEY CONFERENCES AND EVENTS, 2024–2025

TABLE 16 3D AND 4D TECHNOLOGY MARKET: DETAILED LIST OF CONFERENCES AND EVENTS, 2024–2025

5.15 INVESTMENT AND FUNDING SCENARIO

FIGURE 34 GLOBAL VENTURE-CAPITAL INVESTMENTS IN 3D PRINTING STARTUPS

5.16 KEY STAKEHOLDERS AND BUYING PROCESS

5.16.1 KEY STAKEHOLDERS IN BUYING PROCESS

FIGURE 35 INFLUENCE OF STAKEHOLDERS ON BUYING PROCESS FOR TOP THREE VERTICALS

TABLE 17 INFLUENCE OF STAKEHOLDERS ON BUYING PROCESS FOR TOP THREE VERTICALS (%)

5.16.2 BUYING CRITERIA

FIGURE 36 KEY BUYING CRITERIA FOR TOP THREE VERTICALS

TABLE 18 KEY BUYING CRITERIA FOR TOP THREE VERTICALS

6 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION

6.1 INTRODUCTION

FIGURE 37 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION
FIGURE 38 3D NAVIGATION SEGMENT TO EXHIBIT HIGHEST CAGR DURING FORECAST PERIOD

TABLE 19 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2020–2023 (USD MILLION)

TABLE 20 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2024–2029 (USD MILLION)

TABLE 21 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 22 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 23 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 24 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

6.2 3D AND 4D GAMING

6.2.1 INCREASED EMPHASIS ON ENHANCING GAMING EXPERIENCE TO SUPPORT MARKET GROWTH

TABLE 25 3D AND 4D GAMING: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 26 3D AND 4D GAMING: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 27 3D AND 4D GAMING: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2020–2023 (USD MILLION)

TABLE 28 3D AND 4D GAMING: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2024–2029 (USD MILLION)

6.3 3D AND 4D CINEMA

6.3.1 IMMERSIVE VIEWING EXPERIENCE OFFERED THROUGH SPECIAL EFFECTS AND GRAPHICS TO BOOST SEGMENTAL GROWTH

TABLE 29 3D AND 4D CINEMA: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 30 3D AND 4D CINEMA: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 31 3D AND 4D CINEMA: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2020–2023 (USD MILLION)

TABLE 32 3D AND 4D CINEMA: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2024–2029 (USD MILLION)

6.4 3D NAVIGATION

6.4.1 RISING DEMAND FOR 3D NAVIGATION SYSTEMS FROM AUTOMOTIVE

SECTOR TO DRIVE MARKET

TABLE 33 3D NAVIGATION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 34 3D NAVIGATION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 35 3D NAVIGATION: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2020–2023 (USD MILLION)

TABLE 36 3D NAVIGATION: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2024–2029 (USD MILLION)

6.5 3D LAYOUT AND ANIMATION

6.5.1 WIDESPREAD ADOPTION OF 3D LAYOUT AND ANIMATION IN ENTERTAINMENT SECTOR TO DRIVE MARKET

TABLE 37 3D LAYOUT AND ANIMATION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 38 3D LAYOUT AND ANIMATION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 39 3D LAYOUT AND ANIMATION: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2020–2023 (USD MILLION)

TABLE 40 3D LAYOUT AND ANIMATION: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2024–2029 (USD MILLION)

6.6 3D AND 4D MOTION CAPTURE

6.6.1 RISING DEMAND FOR HIGH-QUALITY ANIMATION AND SPECIAL EFFECTS IN ENTERTAINMENT INDUSTRY TO DRIVE MARKET

TABLE 41 3D AND 4D MOTION CAPTURE: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 42 3D AND 4D MOTION CAPTURE: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 43 3D AND 4D MOTION CAPTURE: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2020–2023 (USD MILLION)

TABLE 44 3D AND 4D MOTION CAPTURE: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2024–2029 (USD MILLION)

6.7 3D MACHINE VISION

6.7.1 GROWING APPLICATIONS OF 3D MACHINE VISION SYSTEMS IN MANUFACTURING TO DRIVE MARKET

TABLE 45 3D MACHINE VISION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 46 3D MACHINE VISION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 47 3D MACHINE VISION: 3D AND 4D TECHNOLOGY MARKET, BY REGION

2020–2023 (USD MILLION)

TABLE 48 3D MACHINE VISION: 3D AND 4D TECHNOLOGY MARKET, BY REGION

2024–2029 (USD MILLION)

6.8 3D AND 4D METROLOGY

6.8.1 RISING USE OF 3D METROLOGY SOLUTIONS TO INSPECT AUTOMOBILE COMPONENTS TO ACCELERATE MARKET GROWTH

TABLE 49 3D AND 4D METROLOGY: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 50 3D AND 4D METROLOGY: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 51 3D AND 4D METROLOGY: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2020–2023 (USD MILLION)

TABLE 52 3D AND 4D METROLOGY: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2024–2029 (USD MILLION)

6.9 3D AND 4D GESTURE RECOGNITION

6.9.1 GROWING ADOPTION OF GESTURE RECOGNITION SYSTEMS IN VEHICLES TO INTERACT WITH IN-CAR DISPLAYS TO DRIVE MARKET

TABLE 53 3D AND 4D GESTURE RECOGNITION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 54 3D AND 4D GESTURE RECOGNITION: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 55 3D AND 4D GESTURE RECOGNITION: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2020–2023 (USD MILLION)

TABLE 56 3D AND 4D GESTURE RECOGNITION: 3D AND 4D TECHNOLOGY MARKET, BY REGION 2024–2029 (USD MILLION)

7 3D AND 4D TECHNOLOGY MARKET, BY SOLUTION TYPE

7.1 INTRODUCTION

FIGURE 39 3D AND 4D IMAGING SOLUTIONS SEGMENT TO REGISTER HIGHEST CAGR DURING FORECAST PERIOD

TABLE 57 3D AND 4D TECHNOLOGY MARKET, BY SOLUTION TYPE, 2020–2023 (USD MILLION)

TABLE 58 3D AND 4D TECHNOLOGY MARKET, BY SOLUTION TYPE, 2024–2029 (USD MILLION)

7.2 3D AND 4D INPUT DEVICES, BY PRODUCT

TABLE 59 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY PRODUCT, 2020–2023 (USD MILLION)

TABLE 60 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY

PRODUCT, 2024–2029 (USD MILLION)

TABLE 61 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY PRODUCT, 2020–2023 (MILLION UNITS)

TABLE 62 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY PRODUCT, 2024–2029 (MILLION UNITS)

TABLE 63 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 64 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 65 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 66 3D AND 4D INPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.2.1 3D AND 4D SCANNERS

7.2.1.1 Rising deployment of 3D and 4D scanners in healthcare vertical to drive market

TABLE 67 3D AND 4D SCANNERS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 68 3D AND 4D SCANNERS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 69 3D AND 4D SCANNERS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 70 3D AND 4D SCANNERS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.2.2 3D AND 4D CAMERAS

7.2.2.1 Increasing demand for 3D and 4D cameras across different verticals to drive market

TABLE 71 3D AND 4D CAMERAS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 72 3D AND 4D CAMERAS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 73 3D AND 4D CAMERAS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 74 3D AND 4D CAMERAS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.2.3 3D AND 4D SENSORS

7.2.3.1 Incorporation of AI and IoT in sensors to drive segmental landscape

TABLE 75 3D AND 4D SENSORS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 76 3D AND 4D SENSORS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 77 3D AND 4D SENSORS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 78 3D AND 4D SENSORS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.3 3D AND 4D IMAGING SOLUTIONS

TABLE 79 3D AND 4D IMAGING SOLUTIONS: 3D AND 4D TECHNOLOGY MARKET, BY APPLICATION, 2020–2023 (USD MILLION)

TABLE 80 3D AND 4D IMAGING SOLUTIONS: 3D AND 4D TECHNOLOGY MARKET, BY APPLICATION, 2024–2029 (USD MILLION)

TABLE 81 3D AND 4D IMAGING SOLUTIONS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 82 3D AND 4D IMAGING SOLUTIONS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 83 3D AND 4D IMAGING SOLUTIONS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 84 3D AND 4D IMAGING SOLUTIONS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.3.1 3D AND 4D MODELING

7.3.1.1 Surging demand for 3D and 4D content to fuel adoption of 3D and 4D modeling

7.3.2 3D AND 4D SCANNING

7.3.2.1 Increasing adoption of 3D and 4D scanning in manufacturing and healthcare sectors to drive market

7.3.3 3D AND 4D RENDERING

7.3.3.1 Rising emphasis on incorporating special effects in entertainment industry to foster market growth

7.3.4 3D AND 4D IMAGE RECONSTRUCTION

7.3.4.1 Increasing adoption of 3D and 4D image reconstruction in healthcare sector to contribute to market growth

7.4 3D OUTPUT DEVICES, BY PRODUCT

TABLE 85 3D OUTPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY PRODUCT, 2020–2023 (USD MILLION)

TABLE 86 3D OUTPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY PRODUCT, 2024–2029 (USD MILLION)

TABLE 87 3D OUTPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 88 3D OUTPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY

VERTICAL, 2024–2029 (USD MILLION)

TABLE 89 3D OUTPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 90 3D OUTPUT DEVICES: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.4.1 3D DISPLAYS

TABLE 91 3D DISPLAYS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 92 3D DISPLAYS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 93 3D DISPLAYS: 3D AND 4D TECHNOLOGY MARKET, BY TYPE, 2020–2023 (USD MILLION)

TABLE 94 3D DISPLAYS: 3D AND 4D TECHNOLOGY MARKET, BY TYPE, 2024–2029 (USD MILLION)

TABLE 95 3D DISPLAYS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 96 3D DISPLAYS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.4.1.1 3D head-mounted displays

7.4.1.1.1 Ability to enhance virtual environments and replicate real-world objects into virtual environments to drive segment

7.4.1.2 3D digital signage displays

7.4.1.2.1 Adoption of 3D digital signage displays for advertising applications to drive market

7.4.2 3D SMARTPHONES

7.4.2.1 High adoption of 3D smartphones for AR applications to drive market

TABLE 97 3D SMARTPHONES: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 98 3D SMARTPHONES: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 99 3D SMARTPHONES: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 100 3D SMARTPHONES: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.4.3 3D TELEVISIONS

7.4.3.1 Growing popularity of 3D movies and games to boost demand for 3D televisions

TABLE 101 3D TELEVISIONS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 102 3D TELEVISIONS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 103 3D TELEVISIONS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 104 3D TELEVISIONS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.4.4 3D PROJECTORS

7.4.4.1 Rising demand for 3D projectors in entertainment sector to propel market

TABLE 105 3D PROJECTORS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 106 3D PROJECTORS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 107 3D PROJECTORS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 108 3D PROJECTORS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

7.4.5 3D PRINTERS

7.4.5.1 Rising adoption of 3D printers in military and defense vertical to augment market growth

TABLE 109 3D PRINTERS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 110 3D PRINTERS: 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

TABLE 111 3D PRINTERS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 112 3D PRINTERS: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

8 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL

8.1 INTRODUCTION

FIGURE 40 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL

FIGURE 41 ENTERTAINMENT SEGMENT TO HOLD LARGEST MARKET SHARE BETWEEN 2024 AND 2029

TABLE 113 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2020–2023 (USD MILLION)

TABLE 114 3D AND 4D TECHNOLOGY MARKET, BY VERTICAL, 2024–2029 (USD MILLION)

8.2 MILITARY AND DEFENSE

8.2.1 MILITARY AND DEFENSE SEGMENT TO REGISTER HIGHEST GROWTH DURING FORECAST PERIOD

TABLE 115 MILITARY AND DEFENSE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 116 MILITARY AND DEFENSE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 117 MILITARY AND DEFENSE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 118 MILITARY AND DEFENSE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

8.3 AUTOMOTIVE

8.3.1 INCREASING ADOPTION OF AUTONOMOUS VEHICLES TO FUEL REQUIREMENT FOR 3D AND 4D DEVICES

TABLE 119 AUTOMOTIVE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 120 AUTOMOTIVE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 121 AUTOMOTIVE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 122 AUTOMOTIVE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

8.4 CONSTRUCTION

8.4.1 INCREASED ADOPTION OF BIM APPLICATIONS IN CONSTRUCTION TO DRIVE MARKET

TABLE 123 CONSTRUCTION: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 124 CONSTRUCTION: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 125 CONSTRUCTION: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 126 CONSTRUCTION: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

8.5 CONSUMER ELECTRONICS

8.5.1 RISING DEMAND FOR HIGH RESOLUTION IN CONSUMER ELECTRONICS DEVICES TO DRIVE MARKET

TABLE 127 CONSUMER ELECTRONICS: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 128 CONSUMER ELECTRONICS: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 129 CONSUMER ELECTRONICS: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 130 CONSUMER ELECTRONICS: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

8.6 INDUSTRIAL

8.6.1 INCREASING DEMAND FOR RAPID PROTOTYPING TO AUGMENT MARKET GROWTH

TABLE 131 INDUSTRIAL: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 132 INDUSTRIAL: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 133 INDUSTRIAL: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 134 INDUSTRIAL: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

8.7 ENTERTAINMENT

8.7.1 RISING DEMAND FOR TRULY IMMERSIVE AND HIGH-DEFINITION EXPERIENCE TO BOOST ADOPTION OF 3D TECHNOLOGY

TABLE 135 ENTERTAINMENT: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 136 ENTERTAINMENT: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 137 ENTERTAINMENT: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 138 ENTERTAINMENT: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

8.8 HEALTHCARE

8.8.1 GROWING POPULARITY OF 3D MEDICAL IMAGING TO DRIVE MARKET

TABLE 139 HEALTHCARE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 140 HEALTHCARE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 141 HEALTHCARE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 142 HEALTHCARE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

8.9 OTHER VERTICALS

TABLE 143 OTHER VERTICALS: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 144 OTHER VERTICALS: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 145 OTHER VERTICALS: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 146 OTHER VERTICALS: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

9 TRANSITION FROM 3D TO 4D TECHNOLOGY

9.1 INTRODUCTION

9.2 DIFFERENCE BETWEEN 3D AND 4D

TABLE 147 DIFFERENCE BETWEEN 3D AND 4D

9.3 VARIOUS DEPLOYMENT MODES IN 3D IMAGING

9.3.1 ON-PREMISES

9.3.2 CLOUD

9.4 3D SENSOR CONNECTIVITY

9.4.1 WIRED NETWORK CONNECTIVITY

9.4.2 TYPES OF WIRED NETWORKS

9.4.2.1 KNX

9.4.2.2 LONWORKS

9.4.3 WIRELESS NETWORK CONNECTIVITY

9.5 SCANNING TECHNIQUES USED IN 3D SCANNERS

10 3D AND 4D TECHNOLOGY MARKET, BY REGION

10.1 INTRODUCTION

FIGURE 42 3D AND 4D TECHNOLOGY MARKET, BY REGION

FIGURE 43 ASIA PACIFIC TO REGISTER HIGHEST GROWTH RATE DURING FORECAST PERIOD

TABLE 148 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 149 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

10.2 NORTH AMERICA

10.2.1 NORTH AMERICA: RECESSION IMPACT

FIGURE 44 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET SNAPSHOT

TABLE 150 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 151 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D

INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 152 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY 3D

OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 153 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY 3D

OUTPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 154 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2020–2023 (USD MILLION)

TABLE 155 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2024–2029 (USD MILLION)

TABLE 156 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY COUNTRY, 2020–2023 (USD MILLION)

TABLE 157 NORTH AMERICA: 3D AND 4D TECHNOLOGY MARKET, BY COUNTRY, 2024–2029 (USD MILLION)

10.2.2 US

10.2.2.1 Increasing adoption of 3D and 4D solutions across various industries to drive market

10.2.3 CANADA

10.2.3.1 Increasing adoption of 3D and 4D technology in healthcare sector to contribute to market growth

10.2.4 MEXICO

10.2.4.1 Rising incorporation of 3D and 4D technology in manufacturing processes to drive market

10.3 EUROPE

10.3.1 EUROPE: RECESSION IMPACT

FIGURE 45 EUROPE: 3D AND 4D TECHNOLOGY MARKET SNAPSHOT

TABLE 158 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 159 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 160 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 161 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 162 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2020–2023 (USD MILLION)

TABLE 163 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2024–2029 (USD MILLION)

TABLE 164 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY COUNTRY, 2020–2023 (USD MILLION)

TABLE 165 EUROPE: 3D AND 4D TECHNOLOGY MARKET, BY COUNTRY, 2024–2029 (USD MILLION)**10.3.2 UK**

10.3.2.1 Increasing investments in developing VR-based solutions across industries to augment market growth

10.3.3 GERMANY

10.3.3.1 Rising demand from automotive industry to expedite market growth

10.3.4 FRANCE

10.3.4.1 Increasing government initiatives to boost market growth

10.3.5 ITALY

10.3.5.1 Presence of companies and universities actively involved in developing 3D imaging technologies to drive market

10.3.6 SPAIN

10.3.6.1 Strong demand for advanced imaging solutions to drive market

10.3.7 REST OF EUROPE**10.4 ASIA PACIFIC****10.4.1 ASIA PACIFIC: RECESSION IMPACT****FIGURE 46 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET SNAPSHOT****TABLE 166 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)****TABLE 167 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)****TABLE 168 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)****TABLE 169 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)****TABLE 170 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2020–2023 (USD MILLION)****TABLE 171 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2024–2029 (USD MILLION)****TABLE 172 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY COUNTRY, 2020–2023 (USD MILLION)****TABLE 173 ASIA PACIFIC: 3D AND 4D TECHNOLOGY MARKET, BY COUNTRY, 2024–2029 (USD MILLION)****10.4.2 CHINA**

10.4.2.1 Growing demand for cutting-edge imaging technologies in entertainment industry to drive market

10.4.3 JAPAN

10.4.3.1 Growth of end-user industries to boost demand for 3D and 4D technology

solutions

10.4.4 SOUTH KOREA

10.4.4.1 Increasing investments in industrial automation to boost market growth

10.4.5 INDIA

10.4.5.1 Increasing adoption of 3D and 4D solutions in medical imaging to support market growth

10.4.6 REST OF ASIA PACIFIC

10.5 REST OF THE WORLD

10.5.1 ROW: RECESSION IMPACT

FIGURE 47 ROW: 3D AND 4D TECHNOLOGY MARKET SNAPSHOT

10.5.2 MIDDLE EAST & AFRICA

10.5.2.1 GCC countries

10.5.2.1.1 Growing investments in urban planning and infrastructure development to propel market

10.5.2.2 Rest of Middle East & Africa

TABLE 174 ROW: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 175 ROW: 3D AND 4D TECHNOLOGY MARKET, BY 3D AND 4D INPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 176 ROW: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2020–2023 (USD MILLION)

TABLE 177 ROW: 3D AND 4D TECHNOLOGY MARKET, BY 3D OUTPUT DEVICE, 2024–2029 (USD MILLION)

TABLE 178 ROW: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2020–2023 (USD MILLION)

TABLE 179 ROW: 3D AND 4D TECHNOLOGY MARKET, BY END-USE APPLICATION, 2024–2029 (USD MILLION)

TABLE 180 ROW: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 181 ROW: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 182 MIDDLE EAST AND AFRICA: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 183 MIDDLE EAST AND AFRICA: 3D AND 4D TECHNOLOGY MARKET, BY REGION, 2024–2029 (USD MILLION)

10.5.3 SOUTH AMERICA

10.5.3.1 Government support for 3D printing to drive market

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