

Character Motion Capture Market, Global Outlook and Forecast 2022-2028

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Abstracts

Motion capture (sometimes referred as mo-cap or mocap, for short) is the process of recording the movement of objects or people. It is used in military, entertainment, sports, medical applications, and for validation of computer vision and robotics. In filmmaking and video game development, it refers to recording actions of human actors, and using that information to animate digital character models in 2D or 3D computer animation When it includes face and fingers or captures subtle expressions, it is often referred to as performance capture. n many fields, motion capture is sometimes called motion tracking, but in filmmaking and games, motion tracking usually refers more to match moving.

This report contains market size and forecasts of Character Motion Capture in Global, including the following market information:

Global Character Motion Capture Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Character Motion Capture market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Whole Body Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Character Motion Capture include VICON Motion,



Motion Analysis Corporation, Qualisys AB, Northern Digita, Xsens Technologyes, Optitrack, Codamotion, Synertial and Phasespace Inc, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Character Motion Capture companies, and industry experts on this industry, involving the revenue, demand

product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.			
Total Market by Segment:			
Global Character Motion Capture Market, by Type, 2017-2022, 2023-2028 (\$ millions)			
Global Character Motion Capture Market Segment Percentages, by Type, 2021 (%)			
Whole Body			
Portion			
Others			
Global Character Motion Capture Market, by Application, 2017-2022, 2023-2028 (\$ millions)			
Global Character Motion Capture Market Segment Percentages, by Application, 2021 (%)			
Education			
Life Sciences			
Entertainment			
Other			

Global Character Motion Capture Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

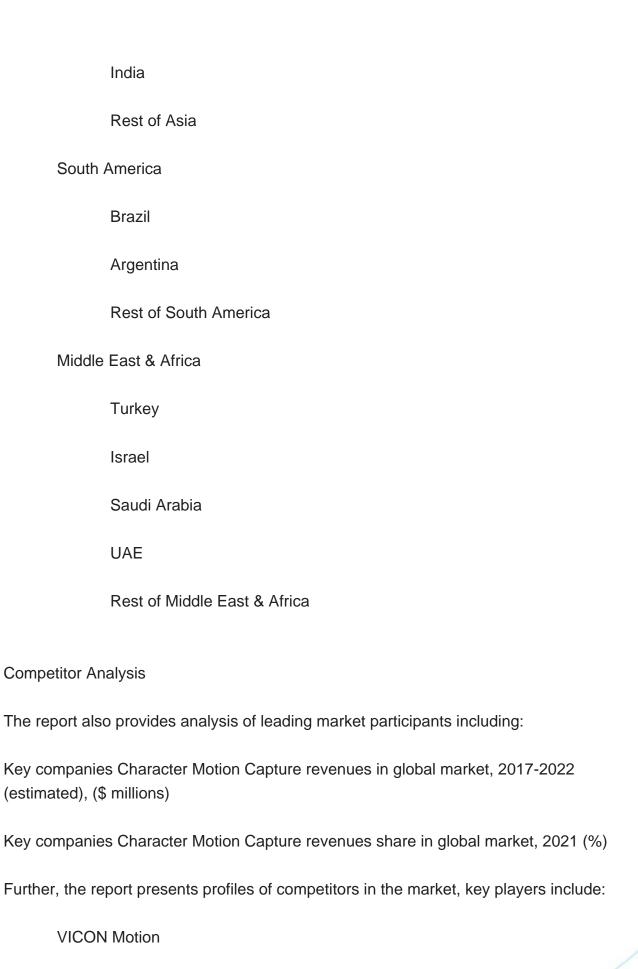


Global Character Motion Capture Market Segment Percentages, By Region and Country, 2021 (%)

North America		
	US	
	Canada	
	Mexico	
Europe		
	Germany	
	France	
	U.K.	
	Italy	
	Russia	
	Nordic Countries	
	Benelux	
	Rest of Europe	
Asia		
	China	
	Japan	
	South Korea	

Southeast Asia







Motion Analysis Corporation
Qualisys AB
Northern Digita
Xsens Technologyes
Optitrack
Codamotion
Synertial
Phasespace Inc
Phoenis Technologies
Noraxon USA



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