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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,

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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)

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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

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India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Character Motion Capture revenues in global market, 2017-2022 (estimated), ($ millions)

Key companies Character Motion Capture revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

VICON Motion

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Motion Analysis Corporation

Qualisys AB

Northern Digita

Xsens Technologyes

Optitrack

Codamotion

Synertial

Phasespace Inc

Phoenis Technologies

Noraxon USA

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