

Virtual Mirror Market, Global Outlook and Forecast 2022-2028

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Abstracts

A virtual mirror or smart mirror is a device that displays a user's own image on a screen as if that screen were a mirror. Some versions feature augmented reality additions to the video display, or use an entirely virtual graphical avatar of the user. Virtual mirrors are available as mobile phone applications, with some allowing users to modify the appearance of their hairstyle, make-up or accessories. The technology is also used in online shopping and in-store shopping to show people how an item of makeup, clothing, handbag or accessory might look on them. Some major retailers use the technology to provide virtual dressing rooms to customers.

This report contains market size and forecasts of Virtual Mirror in Global, including the following market information:

Global Virtual Mirror Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Virtual Mirror market was valued at 7224.3 million in 2021 and is projected to reach US\$ 25530 million by 2028, at a CAGR of 19.8% during the forecast period.

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

3D Body Scanning Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Virtual Mirror include Astrafit, DigitalDM, Fitnect

Interactive, Metail Limited, MemoMi Labs, SenseMi, Virtoal, Zugara and 3D-A-Porter. etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Virtual Mirror 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 Virtual Mirror Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Mirror Market Segment Percentages, by Type, 2021 (%)

3D Body Scanning

Photo Accurate VFR (Visual Flight Rules)

3D Augmented Reality and Virtual Reality

Others

Global Virtual Mirror Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Mirror Market Segment Percentages, by Application, 2021 (%)

E-commerce

Brick and Mortar

Others

Global Virtual Mirror Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Virtual Mirror 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

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 Virtual Mirror revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Virtual Mirror revenues share in global market, 2021 (%)

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

Astrafit

DigitalDM

Fitnect Interactive

Metail Limited

MemoMi Labs

SenseMi

Virtoal

Zugara

3D-A-Porter

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