

# Virtual Reality in Automotive Market, Global Outlook and Forecast 2022-2028

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## Abstracts

VR tools and simulators can offer proper professional training to the technicians by maintaining the required social distance. Similarly, new designs and prototyping can be achieved from a remote location with the help of a VR headset.

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

Global Virtual Reality in Automotive Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Virtual Reality in Automotive 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.

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

The global key manufacturers of Virtual Reality in Automotive include Google, ZeroLight, Robert Bosch, Unity Technologies, HTC Corporation, Oculus Rift, Microsoft Corporation, Autodesk and Continental, 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 Reality in

Automotive 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 Reality in Automotive Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Reality in Automotive Market Segment Percentages, by Type, 2021 (%)

Hardware

Software

Service

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

Global Virtual Reality in Automotive Market Segment Percentages, by Application, 2021 (%)

Designing and Prototyping

Training

Virtual Showrooms

Research and Development

Others

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

Global Virtual Reality in Automotive 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 Reality in Automotive revenues in global market, 2017-2022 (estimated), (\$ millions)

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

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

Google

ZeroLight

Robert Bosch

Unity Technologies

HTC Corporation

Oculus Rift

Microsoft Corporation

Autodesk

Continental

Veative Labs

Visualise Creative

Augmented Pixels

Onboard VR

4Experience

Sensorama

OmniVirt

Audax Labs

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