

Virtual Reality Rendering Processing Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Virtual Reality Rendering Processing 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.

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

The global key manufacturers of Virtual Reality Rendering Processing include Unity 3D, Unreal Engine, Cry Engine, Apple, Nvidia, Facebook, Google, SMI and Qualcomm, 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 Rendering Processing 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 Rendering Processing Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Reality Rendering Processing Market Segment Percentages, by Type, 2021 (%)

Content Rendering

Gaze Point Rendering

Heterogeneous Rendering

Deep Learning Rendering

Other

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

Global Virtual Reality Rendering Processing Market Segment Percentages, by Application, 2021 (%)

AR

VR

Other

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

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

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

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

Unity 3D

Unreal Engine

Cry Engine

Apple

Nvidia

Facebook

Google

SMI

Qualcomm

Steam VR

Oculus

Autodesk

AMD

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Virtual Reality Rendering Processing Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Virtual Reality Rendering Processing Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL VIRTUAL REALITY RENDERING PROCESSING OVERALL MARKET SIZE

- 2.1 Global Virtual Reality Rendering Processing Market Size: 2021 VS 2028
- 2.2 Global Virtual Reality Rendering Processing Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Virtual Reality Rendering Processing Players in Global Market
- 3.2 Top Global Virtual Reality Rendering Processing Companies Ranked by Revenue
- 3.3 Global Virtual Reality Rendering Processing Revenue by Companies
- 3.4 Top 3 and Top 5 Virtual Reality Rendering Processing Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Virtual Reality Rendering Processing Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Virtual Reality Rendering Processing Players in Global Market
 - 3.6.1 List of Global Tier 1 Virtual Reality Rendering Processing Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Virtual Reality Rendering Processing Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Virtual Reality Rendering Processing Market Size Markets, 2021 & 2028

4.1.2 Content Rendering

4.1.3 Gaze Point Rendering

4.1.4 Heterogeneous Rendering

4.1.5 Deep Learning Rendering

4.1.6 Other

4.2 By Type - Global Virtual Reality Rendering Processing Revenue & Forecasts

4.2.1 By Type - Global Virtual Reality Rendering Processing Revenue, 2017-2022

4.2.2 By Type - Global Virtual Reality Rendering Processing Revenue, 2023-2028

4.2.3 By Type - Global Virtual Reality Rendering Processing Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Virtual Reality Rendering Processing Market Size, 2021 & 2028

5.1.2 AR

5.1.3 VR

5.1.4 Other

5.2 By Application - Global Virtual Reality Rendering Processing Revenue & Forecasts

5.2.1 By Application - Global Virtual Reality Rendering Processing Revenue, 2017-2022

5.2.2 By Application - Global Virtual Reality Rendering Processing Revenue, 2023-2028

5.2.3 By Application - Global Virtual Reality Rendering Processing Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Virtual Reality Rendering Processing Market Size, 2021 & 2028

6.2 By Region - Global Virtual Reality Rendering Processing Revenue & Forecasts

6.2.1 By Region - Global Virtual Reality Rendering Processing Revenue, 2017-2022

6.2.2 By Region - Global Virtual Reality Rendering Processing Revenue, 2023-2028

6.2.3 By Region - Global Virtual Reality Rendering Processing Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Virtual Reality Rendering Processing Revenue, 2017-2028

6.3.2 US Virtual Reality Rendering Processing Market Size, 2017-2028

6.3.3 Canada Virtual Reality Rendering Processing Market Size, 2017-2028

6.3.4 Mexico Virtual Reality Rendering Processing Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Virtual Reality Rendering Processing Revenue, 2017-2028

6.4.2 Germany Virtual Reality Rendering Processing Market Size, 2017-2028

6.4.3 France Virtual Reality Rendering Processing Market Size, 2017-2028

6.4.4 U.K. Virtual Reality Rendering Processing Market Size, 2017-2028

6.4.5 Italy Virtual Reality Rendering Processing Market Size, 2017-2028

6.4.6 Russia Virtual Reality Rendering Processing Market Size, 2017-2028

6.4.7 Nordic Countries Virtual Reality Rendering Processing Market Size, 2017-2028

6.4.8 Benelux Virtual Reality Rendering Processing Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Virtual Reality Rendering Processing Revenue, 2017-2028

6.5.2 China Virtual Reality Rendering Processing Market Size, 2017-2028

6.5.3 Japan Virtual Reality Rendering Processing Market Size, 2017-2028

6.5.4 South Korea Virtual Reality Rendering Processing Market Size, 2017-2028

6.5.5 Southeast Asia Virtual Reality Rendering Processing Market Size, 2017-2028

6.5.6 India Virtual Reality Rendering Processing Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Virtual Reality Rendering Processing Revenue, 2017-2028

6.6.2 Brazil Virtual Reality Rendering Processing Market Size, 2017-2028

6.6.3 Argentina Virtual Reality Rendering Processing Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Virtual Reality Rendering Processing Revenue, 2017-2028

6.7.2 Turkey Virtual Reality Rendering Processing Market Size, 2017-2028

6.7.3 Israel Virtual Reality Rendering Processing Market Size, 2017-2028

6.7.4 Saudi Arabia Virtual Reality Rendering Processing Market Size, 2017-2028

6.7.5 UAE Virtual Reality Rendering Processing Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Unity 3D

7.1.1 Unity 3D Corporate Summary

7.1.2 Unity 3D Business Overview

7.1.3 Unity 3D Virtual Reality Rendering Processing Major Product Offerings

7.1.4 Unity 3D Virtual Reality Rendering Processing Revenue in Global Market
(2017-2022)

7.1.5 Unity 3D Key News

7.2 Unreal Engine

7.2.1 Unreal Engine Corporate Summary

7.2.2 Unreal Engine Business Overview

7.2.3 Unreal Engine Virtual Reality Rendering Processing Major Product Offerings

7.2.4 Unreal Engine Virtual Reality Rendering Processing Revenue in Global Market
(2017-2022)

7.2.5 Unreal Engine Key News

7.3 Cry Engine

7.3.1 Cry Engine Corporate Summary

7.3.2 Cry Engine Business Overview

7.3.3 Cry Engine Virtual Reality Rendering Processing Major Product Offerings

7.3.4 Cry Engine Virtual Reality Rendering Processing Revenue in Global Market
(2017-2022)

7.3.5 Cry Engine Key News

7.4 Apple

7.4.1 Apple Corporate Summary

7.4.2 Apple Business Overview

7.4.3 Apple Virtual Reality Rendering Processing Major Product Offerings

7.4.4 Apple Virtual Reality Rendering Processing Revenue in Global Market
(2017-2022)

7.4.5 Apple Key News

7.5 Nvidia

7.5.1 Nvidia Corporate Summary

7.5.2 Nvidia Business Overview

7.5.3 Nvidia Virtual Reality Rendering Processing Major Product Offerings

7.5.4 Nvidia Virtual Reality Rendering Processing Revenue in Global Market
(2017-2022)

7.5.5 Nvidia Key News

7.6 Facebook

7.6.1 Facebook Corporate Summary

7.6.2 Facebook Business Overview

7.6.3 Facebook Virtual Reality Rendering Processing Major Product Offerings

7.6.4 Facebook Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)

7.6.5 Facebook Key News

7.7 Google

7.7.1 Google Corporate Summary

7.7.2 Google Business Overview

7.7.3 Google Virtual Reality Rendering Processing Major Product Offerings

7.7.4 Google Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)

7.7.5 Google Key News

7.8 SMI

7.8.1 SMI Corporate Summary

7.8.2 SMI Business Overview

7.8.3 SMI Virtual Reality Rendering Processing Major Product Offerings

7.8.4 SMI Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)

7.8.5 SMI Key News

7.9 Qualcomm

7.9.1 Qualcomm Corporate Summary

7.9.2 Qualcomm Business Overview

7.9.3 Qualcomm Virtual Reality Rendering Processing Major Product Offerings

7.9.4 Qualcomm Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)

7.9.5 Qualcomm Key News

7.10 Steam VR

7.10.1 Steam VR Corporate Summary

7.10.2 Steam VR Business Overview

7.10.3 Steam VR Virtual Reality Rendering Processing Major Product Offerings

7.10.4 Steam VR Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)

7.10.5 Steam VR Key News

7.11 Oculus

7.11.1 Oculus Corporate Summary

7.11.2 Oculus Business Overview

7.11.3 Oculus Virtual Reality Rendering Processing Major Product Offerings

7.11.4 Oculus Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)

7.11.5 Oculus Key News

7.12 Autodesk

7.12.1 Autodesk Corporate Summary

- 7.12.2 Autodesk Business Overview
- 7.12.3 Autodesk Virtual Reality Rendering Processing Major Product Offerings
- 7.12.4 Autodesk Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)
- 7.12.5 Autodesk Key News
- 7.13 AMD
 - 7.13.1 AMD Corporate Summary
 - 7.13.2 AMD Business Overview
 - 7.13.3 AMD Virtual Reality Rendering Processing Major Product Offerings
 - 7.13.4 AMD Virtual Reality Rendering Processing Revenue in Global Market (2017-2022)
 - 7.13.5 AMD Key News

8 CONCLUSION

9 APPENDIX

- 9.1 Note
- 9.2 Examples of Clients
- 9.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Virtual Reality Rendering Processing Market Opportunities & Trends in Global Market
- Table 2. Virtual Reality Rendering Processing Market Drivers in Global Market
- Table 3. Virtual Reality Rendering Processing Market Restraints in Global Market
- Table 4. Key Players of Virtual Reality Rendering Processing in Global Market
- Table 5. Top Virtual Reality Rendering Processing Players in Global Market, Ranking by Revenue (2021)
- Table 6. Global Virtual Reality Rendering Processing Revenue by Companies, (US\$, Mn), 2017-2022
- Table 7. Global Virtual Reality Rendering Processing Revenue Share by Companies, 2017-2022
- Table 8. Global Companies Virtual Reality Rendering Processing Product Type
- Table 9. List of Global Tier 1 Virtual Reality Rendering Processing Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 10. List of Global Tier 2 and Tier 3 Virtual Reality Rendering Processing Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 11. By Type – Global Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2021 & 2028
- Table 12. By Type - Virtual Reality Rendering Processing Revenue in Global (US\$, Mn), 2017-2022
- Table 13. By Type - Virtual Reality Rendering Processing Revenue in Global (US\$, Mn), 2023-2028
- Table 14. By Application – Global Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2021 & 2028
- Table 15. By Application - Virtual Reality Rendering Processing Revenue in Global (US\$, Mn), 2017-2022
- Table 16. By Application - Virtual Reality Rendering Processing Revenue in Global (US\$, Mn), 2023-2028
- Table 17. By Region – Global Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2021 & 2028
- Table 18. By Region - Global Virtual Reality Rendering Processing Revenue (US\$, Mn), 2017-2022
- Table 19. By Region - Global Virtual Reality Rendering Processing Revenue (US\$, Mn), 2023-2028
- Table 20. By Country - North America Virtual Reality Rendering Processing Revenue,

(US\$, Mn), 2017-2022

Table 21. By Country - North America Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2023-2028

Table 30. Unity 3D Corporate Summary

Table 31. Unity 3D Virtual Reality Rendering Processing Product Offerings

Table 32. Unity 3D Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 33. Unreal Engine Corporate Summary

Table 34. Unreal Engine Virtual Reality Rendering Processing Product Offerings

Table 35. Unreal Engine Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 36. Cry Engine Corporate Summary

Table 37. Cry Engine Virtual Reality Rendering Processing Product Offerings

Table 38. Cry Engine Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 39. Apple Corporate Summary

Table 40. Apple Virtual Reality Rendering Processing Product Offerings

Table 41. Apple Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 42. Nvidia Corporate Summary

Table 43. Nvidia Virtual Reality Rendering Processing Product Offerings

Table 44. Nvidia Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 45. Facebook Corporate Summary

Table 46. Facebook Virtual Reality Rendering Processing Product Offerings

Table 47. Facebook Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 48. Google Corporate Summary

Table 49. Google Virtual Reality Rendering Processing Product Offerings

Table 50. Google Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 51. SMI Corporate Summary

Table 52. SMI Virtual Reality Rendering Processing Product Offerings

Table 53. SMI Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 54. Qualcomm Corporate Summary

Table 55. Qualcomm Virtual Reality Rendering Processing Product Offerings

Table 56. Qualcomm Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 57. Steam VR Corporate Summary

Table 58. Steam VR Virtual Reality Rendering Processing Product Offerings

Table 59. Steam VR Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 60. Oculus Corporate Summary

Table 61. Oculus Virtual Reality Rendering Processing Product Offerings

Table 62. Oculus Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 63. Autodesk Corporate Summary

Table 64. Autodesk Virtual Reality Rendering Processing Product Offerings

Table 65. Autodesk Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

Table 66. AMD Corporate Summary

Table 67. AMD Virtual Reality Rendering Processing Product Offerings

Table 68. AMD Virtual Reality Rendering Processing Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Virtual Reality Rendering Processing Segment by Type in 2021
- Figure 2. Virtual Reality Rendering Processing Segment by Application in 2021
- Figure 3. Global Virtual Reality Rendering Processing Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Virtual Reality Rendering Processing Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Virtual Reality Rendering Processing Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Virtual Reality Rendering Processing Revenue in 2021
- Figure 8. By Type - Global Virtual Reality Rendering Processing Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Virtual Reality Rendering Processing Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Virtual Reality Rendering Processing Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Virtual Reality Rendering Processing Revenue Market Share, 2017-2028
- Figure 12. US Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Virtual Reality Rendering Processing Revenue Market Share, 2017-2028
- Figure 16. Germany Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Virtual Reality Rendering Processing Revenue, (US\$, Mn),

2017-2028

Figure 23. By Region - Asia Virtual Reality Rendering Processing Revenue Market Share, 2017-2028

Figure 24. China Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 28. India Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Virtual Reality Rendering Processing Revenue Market Share, 2017-2028

Figure 30. Brazil Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Virtual Reality Rendering Processing Revenue Market Share, 2017-2028

Figure 33. Turkey Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Virtual Reality Rendering Processing Revenue, (US\$, Mn), 2017-2028

Figure 37. Unity 3D Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Unreal Engine Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Cry Engine Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Apple Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Nvidia Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Facebook Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Google Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. SMI Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Qualcomm Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Steam VR Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Oculus Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Autodesk Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. AMD Virtual Reality Rendering Processing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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