

# COVID-19 Impact on Global VR Software Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/CE1022B32BC4EN.html>

Date: August 2020

Pages: 154

Price: US\$ 3,900.00 (Single User License)

ID: CE1022B32BC4EN

## Abstracts

This report focuses on the global VR Software status, future forecast, growth opportunity, key market and key players. The study objectives are to present the VR Software development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

The key players covered in this study

Istaging

Axonom Powertrak

Cupix

Viar

IrisVR

Briovr

Techviz

Unigine

Phenomatics Virtual Reality Software

Worldviz

Virtalis

ESI Group

XVR Simulation

EON Reality

High Fidelity

Mirra

Arcadia Augmented Reality

Smartvizz

Imaginate

Mind & Idea Fly

Vr-On

Autodesk

Illogic

Vrdirect

Mindmaze

Dancingmind

Inspace XR

Market segment by Type, the product can be split into

Basic? \$50-150 User/month?

Standard(?\$150-225 User/month?)

Senior?\$225-350/User/month?

Market segment by Application, split into

Automotive

Medical

Real Estate

Oil and Gas

Entertainment

Industrial

Other

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global VR Software status, future forecast, growth opportunity, key market and key players.

To present the VR Software development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of VR Software are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

## Contents

### 1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by VR Software Revenue
- 1.4 Market Analysis by Type
  - 1.4.1 Global VR Software Market Size Growth Rate by Type: 2020 VS 2026
  - 1.4.2 Basic? \$50-150 User/month?
  - 1.4.3 Standard(? \$150-225 User/month?)
  - 1.4.4 Senior? \$225-350/User/month?
- 1.5 Market by Application
  - 1.5.1 Global VR Software Market Share by Application: 2020 VS 2026
  - 1.5.2 Automotive
  - 1.5.3 Medical
  - 1.5.4 Real Estate
  - 1.5.5 Oil and Gas
  - 1.5.6 Entertainment
  - 1.5.7 Industrial
  - 1.5.8 Other
- 1.6 Coronavirus Disease 2019 (Covid-19): VR Software Industry Impact
  - 1.6.1 How the Covid-19 is Affecting the VR Software Industry
    - 1.6.1.1 VR Software Business Impact Assessment - Covid-19
    - 1.6.1.2 Supply Chain Challenges
    - 1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products
  - 1.6.2 Market Trends and VR Software Potential Opportunities in the COVID-19 Landscape
  - 1.6.3 Measures / Proposal against Covid-19
    - 1.6.3.1 Government Measures to Combat Covid-19 Impact
    - 1.6.3.2 Proposal for VR Software Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

### 2 GLOBAL GROWTH TRENDS BY REGIONS

- 2.1 VR Software Market Perspective (2015-2026)
- 2.2 VR Software Growth Trends by Regions
  - 2.2.1 VR Software Market Size by Regions: 2015 VS 2020 VS 2026

2.2.2 VR Software Historic Market Share by Regions (2015-2020)

2.2.3 VR Software Forecasted Market Size by Regions (2021-2026)

## 2.3 Industry Trends and Growth Strategy

2.3.1 Market Top Trends

2.3.2 Market Drivers

2.3.3 Market Challenges

2.3.4 Porter's Five Forces Analysis

2.3.5 VR Software Market Growth Strategy

2.3.6 Primary Interviews with Key VR Software Players (Opinion Leaders)

## 3 COMPETITION LANDSCAPE BY KEY PLAYERS

### 3.1 Global Top VR Software Players by Market Size

3.1.1 Global Top VR Software Players by Revenue (2015-2020)

3.1.2 Global VR Software Revenue Market Share by Players (2015-2020)

3.1.3 Global VR Software Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

### 3.2 Global VR Software Market Concentration Ratio

3.2.1 Global VR Software Market Concentration Ratio (CR5 and HHI)

3.2.2 Global Top 10 and Top 5 Companies by VR Software Revenue in 2019

### 3.3 VR Software Key Players Head office and Area Served

### 3.4 Key Players VR Software Product Solution and Service

### 3.5 Date of Enter into VR Software Market

### 3.6 Mergers & Acquisitions, Expansion Plans

## 4 BREAKDOWN DATA BY TYPE (2015-2026)

### 4.1 Global VR Software Historic Market Size by Type (2015-2020)

### 4.2 Global VR Software Forecasted Market Size by Type (2021-2026)

## 5 VR SOFTWARE BREAKDOWN DATA BY APPLICATION (2015-2026)

### 5.1 Global VR Software Market Size by Application (2015-2020)

### 5.2 Global VR Software Forecasted Market Size by Application (2021-2026)

## 6 NORTH AMERICA

### 6.1 North America VR Software Market Size (2015-2020)

### 6.2 VR Software Key Players in North America (2019-2020)

### 6.3 North America VR Software Market Size by Type (2015-2020)

## 6.4 North America VR Software Market Size by Application (2015-2020)

## **7 EUROPE**

7.1 Europe VR Software Market Size (2015-2020)

7.2 VR Software Key Players in Europe (2019-2020)

7.3 Europe VR Software Market Size by Type (2015-2020)

7.4 Europe VR Software Market Size by Application (2015-2020)

## **8 CHINA**

8.1 China VR Software Market Size (2015-2020)

8.2 VR Software Key Players in China (2019-2020)

8.3 China VR Software Market Size by Type (2015-2020)

8.4 China VR Software Market Size by Application (2015-2020)

## **9 JAPAN**

9.1 Japan VR Software Market Size (2015-2020)

9.2 VR Software Key Players in Japan (2019-2020)

9.3 Japan VR Software Market Size by Type (2015-2020)

9.4 Japan VR Software Market Size by Application (2015-2020)

## **10 SOUTHEAST ASIA**

10.1 Southeast Asia VR Software Market Size (2015-2020)

10.2 VR Software Key Players in Southeast Asia (2019-2020)

10.3 Southeast Asia VR Software Market Size by Type (2015-2020)

10.4 Southeast Asia VR Software Market Size by Application (2015-2020)

## **11 INDIA**

11.1 India VR Software Market Size (2015-2020)

11.2 VR Software Key Players in India (2019-2020)

11.3 India VR Software Market Size by Type (2015-2020)

11.4 India VR Software Market Size by Application (2015-2020)

## **12 CENTRAL & SOUTH AMERICA**

- 12.1 Central & South America VR Software Market Size (2015-2020)
- 12.2 VR Software Key Players in Central & South America (2019-2020)
- 12.3 Central & South America VR Software Market Size by Type (2015-2020)
- 12.4 Central & South America VR Software Market Size by Application (2015-2020)

## **13 KEY PLAYERS PROFILES**

### 13.1 Istaging

- 13.1.1 Istaging Company Details
- 13.1.2 Istaging Business Overview and Its Total Revenue
- 13.1.3 Istaging VR Software Introduction
- 13.1.4 Istaging Revenue in VR Software Business (2015-2020))
- 13.1.5 Istaging Recent Development

### 13.2 Axonom Powertrak

- 13.2.1 Axonom Powertrak Company Details
- 13.2.2 Axonom Powertrak Business Overview and Its Total Revenue
- 13.2.3 Axonom Powertrak VR Software Introduction
- 13.2.4 Axonom Powertrak Revenue in VR Software Business (2015-2020)
- 13.2.5 Axonom Powertrak Recent Development

### 13.3 Cupix

- 13.3.1 Cupix Company Details
- 13.3.2 Cupix Business Overview and Its Total Revenue
- 13.3.3 Cupix VR Software Introduction
- 13.3.4 Cupix Revenue in VR Software Business (2015-2020)
- 13.3.5 Cupix Recent Development

### 13.4 Viar

- 13.4.1 Viar Company Details
- 13.4.2 Viar Business Overview and Its Total Revenue
- 13.4.3 Viar VR Software Introduction
- 13.4.4 Viar Revenue in VR Software Business (2015-2020)
- 13.4.5 Viar Recent Development

### 13.5 IrisVR

- 13.5.1 IrisVR Company Details
- 13.5.2 IrisVR Business Overview and Its Total Revenue
- 13.5.3 IrisVR VR Software Introduction
- 13.5.4 IrisVR Revenue in VR Software Business (2015-2020)
- 13.5.5 IrisVR Recent Development

### 13.6 Briovr

- 13.6.1 Briovr Company Details



- 13.6.2 Briovr Business Overview and Its Total Revenue
- 13.6.3 Briovr VR Software Introduction
- 13.6.4 Briovr Revenue in VR Software Business (2015-2020)
- 13.6.5 Briovr Recent Development
- 13.7 Techviz
  - 13.7.1 Techviz Company Details
  - 13.7.2 Techviz Business Overview and Its Total Revenue
  - 13.7.3 Techviz VR Software Introduction
  - 13.7.4 Techviz Revenue in VR Software Business (2015-2020)
  - 13.7.5 Techviz Recent Development
- 13.8 Unigine
  - 13.8.1 Unigine Company Details
  - 13.8.2 Unigine Business Overview and Its Total Revenue
  - 13.8.3 Unigine VR Software Introduction
  - 13.8.4 Unigine Revenue in VR Software Business (2015-2020)
  - 13.8.5 Unigine Recent Development
- 13.9 Phenomatics Virtual Reality Software
  - 13.9.1 Phenomatics Virtual Reality Software Company Details
  - 13.9.2 Phenomatics Virtual Reality Software Business Overview and Its Total Revenue
  - 13.9.3 Phenomatics Virtual Reality Software VR Software Introduction
  - 13.9.4 Phenomatics Virtual Reality Software Revenue in VR Software Business (2015-2020)
  - 13.9.5 Phenomatics Virtual Reality Software Recent Development
- 13.10 Worldviz
  - 13.10.1 Worldviz Company Details
  - 13.10.2 Worldviz Business Overview and Its Total Revenue
  - 13.10.3 Worldviz VR Software Introduction
  - 13.10.4 Worldviz Revenue in VR Software Business (2015-2020)
  - 13.10.5 Worldviz Recent Development
- 13.11 Vrtalis
  - 10.11.1 Vrtalis Company Details
  - 10.11.2 Vrtalis Business Overview and Its Total Revenue
  - 10.11.3 Vrtalis VR Software Introduction
  - 10.11.4 Vrtalis Revenue in VR Software Business (2015-2020)
  - 10.11.5 Vrtalis Recent Development
- 13.12 ESI Group
  - 10.12.1 ESI Group Company Details
  - 10.12.2 ESI Group Business Overview and Its Total Revenue
  - 10.12.3 ESI Group VR Software Introduction

- 10.12.4 ESI Group Revenue in VR Software Business (2015-2020)
- 10.12.5 ESI Group Recent Development
- 13.13 XVR Simulation
  - 10.13.1 XVR Simulation Company Details
  - 10.13.2 XVR Simulation Business Overview and Its Total Revenue
  - 10.13.3 XVR Simulation VR Software Introduction
  - 10.13.4 XVR Simulation Revenue in VR Software Business (2015-2020)
  - 10.13.5 XVR Simulation Recent Development
- 13.14 EON Reality
  - 10.14.1 EON Reality Company Details
  - 10.14.2 EON Reality Business Overview and Its Total Revenue
  - 10.14.3 EON Reality VR Software Introduction
  - 10.14.4 EON Reality Revenue in VR Software Business (2015-2020)
  - 10.14.5 EON Reality Recent Development
- 13.15 High Fidelity
  - 10.15.1 High Fidelity Company Details
  - 10.15.2 High Fidelity Business Overview and Its Total Revenue
  - 10.15.3 High Fidelity VR Software Introduction
  - 10.15.4 High Fidelity Revenue in VR Software Business (2015-2020)
  - 10.15.5 High Fidelity Recent Development
- 13.16 Mirra
  - 10.16.1 Mirra Company Details
  - 10.16.2 Mirra Business Overview and Its Total Revenue
  - 10.16.3 Mirra VR Software Introduction
  - 10.16.4 Mirra Revenue in VR Software Business (2015-2020)
  - 10.16.5 Mirra Recent Development
- 13.17 Arcadia Augmented Reality
  - 10.17.1 Arcadia Augmented Reality Company Details
  - 10.17.2 Arcadia Augmented Reality Business Overview and Its Total Revenue
  - 10.17.3 Arcadia Augmented Reality VR Software Introduction
  - 10.17.4 Arcadia Augmented Reality Revenue in VR Software Business (2015-2020)
  - 10.17.5 Arcadia Augmented Reality Recent Development
- 13.18 Smartvizzs
  - 10.18.1 Smartvizzs Company Details
  - 10.18.2 Smartvizzs Business Overview and Its Total Revenue
  - 10.18.3 Smartvizzs VR Software Introduction
  - 10.18.4 Smartvizzs Revenue in VR Software Business (2015-2020)
  - 10.18.5 Smartvizzs Recent Development
- 13.19 Imagineate

- 10.19.1 Imagine Company Details
- 10.19.2 Imagine Business Overview and Its Total Revenue
- 10.19.3 Imagine VR Software Introduction
- 10.19.4 Imagine Revenue in VR Software Business (2015-2020)
- 10.19.5 Imagine Recent Development
- 13.20 Mind & Idea Fly
  - 10.20.1 Mind & Idea Fly Company Details
  - 10.20.2 Mind & Idea Fly Business Overview and Its Total Revenue
  - 10.20.3 Mind & Idea Fly VR Software Introduction
  - 10.20.4 Mind & Idea Fly Revenue in VR Software Business (2015-2020)
  - 10.20.5 Mind & Idea Fly Recent Development
- 13.21 Vr-On
  - 10.21.1 Vr-On Company Details
  - 10.21.2 Vr-On Business Overview and Its Total Revenue
  - 10.21.3 Vr-On VR Software Introduction
  - 10.21.4 Vr-On Revenue in VR Software Business (2015-2020)
  - 10.21.5 Vr-On Recent Development
- 13.22 Autodesk
  - 10.22.1 Autodesk Company Details
  - 10.22.2 Autodesk Business Overview and Its Total Revenue
  - 10.22.3 Autodesk VR Software Introduction
  - 10.22.4 Autodesk Revenue in VR Software Business (2015-2020)
  - 10.22.5 Autodesk Recent Development
- 13.23 Illogic
  - 10.23.1 Illogic Company Details
  - 10.23.2 Illogic Business Overview and Its Total Revenue
  - 10.23.3 Illogic VR Software Introduction
  - 10.23.4 Illogic Revenue in VR Software Business (2015-2020)
  - 10.23.5 Illogic Recent Development
- 13.24 Vrdirect
  - 10.24.1 Vrdirect Company Details
  - 10.24.2 Vrdirect Business Overview and Its Total Revenue
  - 10.24.3 Vrdirect VR Software Introduction
  - 10.24.4 Vrdirect Revenue in VR Software Business (2015-2020)
  - 10.24.5 Vrdirect Recent Development
- 13.25 Mindmaze
  - 10.25.1 Mindmaze Company Details
  - 10.25.2 Mindmaze Business Overview and Its Total Revenue
  - 10.25.3 Mindmaze VR Software Introduction

10.25.4 Mindmaze Revenue in VR Software Business (2015-2020)

10.25.5 Mindmaze Recent Development

13.26 Dancingmind

10.26.1 Dancingmind Company Details

10.26.2 Dancingmind Business Overview and Its Total Revenue

10.26.3 Dancingmind VR Software Introduction

10.26.4 Dancingmind Revenue in VR Software Business (2015-2020)

10.26.5 Dancingmind Recent Development

13.27 Inspace XR

10.27.1 Inspace XR Company Details

10.27.2 Inspace XR Business Overview and Its Total Revenue

10.27.3 Inspace XR VR Software Introduction

10.27.4 Inspace XR Revenue in VR Software Business (2015-2020)

10.27.5 Inspace XR Recent Development

## **14 ANALYST'S VIEWPOINTS/CONCLUSIONS**

## **15 APPENDIX**

15.1 Research Methodology

15.1.1 Methodology/Research Approach

15.1.2 Data Source

15.2 Disclaimer

15.3 Author Details

## List Of Tables

### LIST OF TABLES

- Table 1. VR Software Key Market Segments
- Table 2. Key Players Covered: Ranking by VR Software Revenue
- Table 3. Ranking of Global Top VR Software Manufacturers by Revenue (US\$ Million) in 2019
- Table 4. Global VR Software Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026
- Table 5. Key Players of Basic(\$50-150 User/month?)
- Table 6. Key Players of Standard(\$150-225 User/month?)
- Table 7. Key Players of Senior(\$225-350/User/month?)
- Table 8. COVID-19 Impact Global Market: (Four VR Software Market Size Forecast Scenarios)
- Table 9. Opportunities and Trends for VR Software Players in the COVID-19 Landscape
- Table 10. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis
- Table 11. Key Regions/Countries Measures against Covid-19 Impact
- Table 12. Proposal for VR Software Players to Combat Covid-19 Impact
- Table 13. Global VR Software Market Size Growth by Application (US\$ Million): 2020 VS 2026
- Table 14. Global VR Software Market Size by Regions (US\$ Million): 2020 VS 2026
- Table 15. Global VR Software Market Size by Regions (2015-2020) (US\$ Million)
- Table 16. Global VR Software Market Share by Regions (2015-2020)
- Table 17. Global VR Software Forecasted Market Size by Regions (2021-2026) (US\$ Million)
- Table 18. Global VR Software Market Share by Regions (2021-2026)
- Table 19. Market Top Trends
- Table 20. Key Drivers: Impact Analysis
- Table 21. Key Challenges
- Table 22. VR Software Market Growth Strategy
- Table 23. Main Points Interviewed from Key VR Software Players
- Table 24. Global VR Software Revenue by Players (2015-2020) (Million US\$)
- Table 25. Global VR Software Market Share by Players (2015-2020)
- Table 26. Global Top VR Software Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in VR Software as of 2019)
- Table 27. Global VR Software by Players Market Concentration Ratio (CR5 and HHI)
- Table 28. Key Players Headquarters and Area Served
- Table 29. Key Players VR Software Product Solution and Service

- Table 30. Date of Enter into VR Software Market
- Table 31. Mergers & Acquisitions, Expansion Plans
- Table 32. Global VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 33. Global VR Software Market Size Share by Type (2015-2020)
- Table 34. Global VR Software Revenue Market Share by Type (2021-2026)
- Table 35. Global VR Software Market Size Share by Application (2015-2020)
- Table 36. Global VR Software Market Size by Application (2015-2020) (Million US\$)
- Table 37. Global VR Software Market Size Share by Application (2021-2026)
- Table 38. North America Key Players VR Software Revenue (2019-2020) (Million US\$)
- Table 39. North America Key Players VR Software Market Share (2019-2020)
- Table 40. North America VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 41. North America VR Software Market Share by Type (2015-2020)
- Table 42. North America VR Software Market Size by Application (2015-2020) (Million US\$)
- Table 43. North America VR Software Market Share by Application (2015-2020)
- Table 44. Europe Key Players VR Software Revenue (2019-2020) (Million US\$)
- Table 45. Europe Key Players VR Software Market Share (2019-2020)
- Table 46. Europe VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 47. Europe VR Software Market Share by Type (2015-2020)
- Table 48. Europe VR Software Market Size by Application (2015-2020) (Million US\$)
- Table 49. Europe VR Software Market Share by Application (2015-2020)
- Table 50. China Key Players VR Software Revenue (2019-2020) (Million US\$)
- Table 51. China Key Players VR Software Market Share (2019-2020)
- Table 52. China VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 53. China VR Software Market Share by Type (2015-2020)
- Table 54. China VR Software Market Size by Application (2015-2020) (Million US\$)
- Table 55. China VR Software Market Share by Application (2015-2020)
- Table 56. Japan Key Players VR Software Revenue (2019-2020) (Million US\$)
- Table 57. Japan Key Players VR Software Market Share (2019-2020)
- Table 58. Japan VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 59. Japan VR Software Market Share by Type (2015-2020)
- Table 60. Japan VR Software Market Size by Application (2015-2020) (Million US\$)
- Table 61. Japan VR Software Market Share by Application (2015-2020)
- Table 62. Southeast Asia Key Players VR Software Revenue (2019-2020) (Million US\$)
- Table 63. Southeast Asia Key Players VR Software Market Share (2019-2020)
- Table 64. Southeast Asia VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 65. Southeast Asia VR Software Market Share by Type (2015-2020)
- Table 66. Southeast Asia VR Software Market Size by Application (2015-2020) (Million US\$)

- Table 67. Southeast Asia VR Software Market Share by Application (2015-2020)
- Table 68. India Key Players VR Software Revenue (2019-2020) (Million US\$)
- Table 69. India Key Players VR Software Market Share (2019-2020)
- Table 70. India VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 71. India VR Software Market Share by Type (2015-2020)
- Table 72. India VR Software Market Size by Application (2015-2020) (Million US\$)
- Table 73. India VR Software Market Share by Application (2015-2020)
- Table 74. Central & South America Key Players VR Software Revenue (2019-2020) (Million US\$)
- Table 75. Central & South America Key Players VR Software Market Share (2019-2020)
- Table 76. Central & South America VR Software Market Size by Type (2015-2020) (Million US\$)
- Table 77. Central & South America VR Software Market Share by Type (2015-2020)
- Table 78. Central & South America VR Software Market Size by Application (2015-2020) (Million US\$)
- Table 79. Central & South America VR Software Market Share by Application (2015-2020)
- Table 80. Istaging Company Details
- Table 81. Istaging Business Overview
- Table 82. Istaging Product
- Table 83. Istaging Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 84. Istaging Recent Development
- Table 85. Axonom Powertrak Company Details
- Table 86. Axonom Powertrak Business Overview
- Table 87. Axonom Powertrak Product
- Table 88. Axonom Powertrak Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 89. Axonom Powertrak Recent Development
- Table 90. Cupix Company Details
- Table 91. Cupix Business Overview
- Table 92. Cupix Product
- Table 93. Cupix Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 94. Cupix Recent Development
- Table 95. Viar Company Details
- Table 96. Viar Business Overview
- Table 97. Viar Product
- Table 98. Viar Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 99. Viar Recent Development
- Table 100. IrisVR Company Details

Table 101. IrisVR Business Overview

Table 102. IrisVR Product

Table 103. IrisVR Revenue in VR Software Business (2015-2020) (Million US\$)

Table 104. IrisVR Recent Development

Table 105. Briovr Company Details

Table 106. Briovr Business Overview

Table 107. Briovr Product

Table 108. Briovr Revenue in VR Software Business (2015-2020) (Million US\$)

Table 109. Briovr Recent Development

Table 110. Techviz Company Details

Table 111. Techviz Business Overview

Table 112. Techviz Product

Table 113. Techviz Revenue in VR Software Business (2015-2020) (Million US\$)

Table 114. Techviz Recent Development

Table 115. Unigine Business Overview

Table 116. Unigine Product

Table 117. Unigine Company Details

Table 118. Unigine Revenue in VR Software Business (2015-2020) (Million US\$)

Table 119. Unigine Recent Development

Table 120. Phenomatics Virtual Reality Software Company Details

Table 121. Phenomatics Virtual Reality Software Business Overview

Table 122. Phenomatics Virtual Reality Software Product

Table 123. Phenomatics Virtual Reality Software Revenue in VR Software Business (2015-2020) (Million US\$)

Table 124. Phenomatics Virtual Reality Software Recent Development

Table 125. Worldviz Company Details

Table 126. Worldviz Business Overview

Table 127. Worldviz Product

Table 128. Worldviz Revenue in VR Software Business (2015-2020) (Million US\$)

Table 129. Worldviz Recent Development

Table 130. Virtalis Company Details

Table 131. Virtalis Business Overview

Table 132. Virtalis Product

Table 133. Virtalis Revenue in VR Software Business (2015-2020) (Million US\$)

Table 134. Virtalis Recent Development

Table 135. ESI Group Company Details

Table 136. ESI Group Business Overview

Table 137. ESI Group Product

Table 138. ESI Group Revenue in VR Software Business (2015-2020) (Million US\$)



Table 139. ESI Group Recent Development

Table 140. XVR Simulation Company Details

Table 141. XVR Simulation Business Overview

Table 142. XVR Simulation Product

Table 143. XVR Simulation Revenue in VR Software Business (2015-2020) (Million US\$)

Table 144. XVR Simulation Recent Development

Table 145. EON Reality Company Details

Table 146. EON Reality Business Overview

Table 147. EON Reality Product

Table 148. EON Reality Revenue in VR Software Business (2015-2020) (Million US\$)

Table 149. EON Reality Recent Development

Table 150. High Fidelity Company Details

Table 151. High Fidelity Business Overview

Table 152. High Fidelity Product

Table 153. High Fidelity Revenue in VR Software Business (2015-2020) (Million US\$)

Table 154. High Fidelity Recent Development

Table 155. Mirra Company Details

Table 156. Mirra Business Overview

Table 157. Mirra Product

Table 158. Mirra Revenue in VR Software Business (2015-2020) (Million US\$)

Table 159. Mirra Recent Development

Table 160. Arcadia Augmented Reality Company Details

Table 161. Arcadia Augmented Reality Business Overview

Table 162. Arcadia Augmented Reality Product

Table 163. Arcadia Augmented Reality Revenue in VR Software Business (2015-2020) (Million US\$)

Table 164. Arcadia Augmented Reality Recent Development

Table 165. Smartvizz Company Details

Table 166. Smartvizz Business Overview

Table 167. Smartvizz Product

Table 168. Smartvizz Revenue in VR Software Business (2015-2020) (Million US\$)

Table 169. Smartvizz Recent Development

Table 170. Imagine Company Details

Table 171. Imagine Business Overview

Table 172. Imagine Product

Table 173. Imagine Revenue in VR Software Business (2015-2020) (Million US\$)

Table 174. Imagine Recent Development

Table 175. Mind & Idea Fly Company Details

- Table 176. Mind & Idea Fly Business Overview
- Table 177. Mind & Idea Fly Product
- Table 178. Mind & Idea Fly Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 179. Mind & Idea Fly Recent Development
- Table 180. Vr-On Company Details
- Table 181. Vr-On Business Overview
- Table 182. Vr-On Product
- Table 183. Vr-On Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 184. Vr-On Recent Development
- Table 185. Autodesk Company Details
- Table 186. Autodesk Business Overview
- Table 187. Autodesk Product
- Table 188. Autodesk Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 189. Autodesk Recent Development
- Table 190. Illogic Company Details
- Table 191. Illogic Business Overview
- Table 192. Illogic Product
- Table 193. Illogic Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 194. Illogic Recent Development
- Table 195. Vrdirect Company Details
- Table 196. Vrdirect Business Overview
- Table 197. Vrdirect Product
- Table 198. Vrdirect Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 199. Vrdirect Recent Development
- Table 200. Mindmaze Company Details
- Table 201. Mindmaze Business Overview
- Table 202. Mindmaze Product
- Table 203. Mindmaze Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 204. Mindmaze Recent Development
- Table 205. Dancingmind Company Details
- Table 206. Dancingmind Business Overview
- Table 207. Dancingmind Product
- Table 208. Dancingmind Revenue in VR Software Business (2015-2020) (Million US\$)
- Table 209. Dancingmind Recent Development
- Table 210. Inspace XR Company Details
- Table 211. Inspace XR Business Overview
- Table 212. Inspace XR Product
- Table 213. Inspace XR Revenue in VR Software Business (2015-2020) (Million US\$)

Table 214. Inspace XR Recent Development

Table 215. Research Programs/Design for This Report

Table 216. Key Data Information from Secondary Sources

Table 217. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

- Figure 1. Global VR Software Market Share by Type: 2020 VS 2026
- Figure 2. Basic(\$50-150 User/month) Features
- Figure 3. Standard(\$150-225 User/month?) Features
- Figure 4. Senior(\$225-350/User/month) Features
- Figure 5. Global VR Software Market Share by Application: 2020 VS 2026
- Figure 6. Automotive Case Studies
- Figure 7. Medical Case Studies
- Figure 8. Real Estate Case Studies
- Figure 9. Oil and Gas Case Studies
- Figure 10. Entertainment Case Studies
- Figure 11. Industrial Case Studies
- Figure 12. Other Case Studies
- Figure 13. VR Software Report Years Considered
- Figure 14. Global VR Software Market Size YoY Growth 2015-2026 (US\$ Million)
- Figure 15. Global VR Software Market Share by Regions: 2020 VS 2026
- Figure 16. Global VR Software Market Share by Regions (2021-2026)
- Figure 17. Porter's Five Forces Analysis
- Figure 18. Global VR Software Market Share by Players in 2019
- Figure 19. Global Top VR Software Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in VR Software as of 2019)
- Figure 20. The Top 10 and 5 Players Market Share by VR Software Revenue in 2019
- Figure 21. North America VR Software Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 22. Europe VR Software Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 23. China VR Software Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 24. Japan VR Software Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 25. Southeast Asia VR Software Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 26. India VR Software Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 27. Central & South America VR Software Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 28. Istaging Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 29. Istaging Revenue Growth Rate in VR Software Business (2015-2020)
- Figure 30. Axonom Powertrak Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 31. Axonom Powertrak Revenue Growth Rate in VR Software Business

(2015-2020)

Figure 32. Cupix Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 33. Cupix Revenue Growth Rate in VR Software Business (2015-2020)

Figure 34. Viar Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 35. Viar Revenue Growth Rate in VR Software Business (2015-2020)

Figure 36. IrisVR Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 37. IrisVR Revenue Growth Rate in VR Software Business (2015-2020)

Figure 38. Briovr Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 39. Briovr Revenue Growth Rate in VR Software Business (2015-2020)

Figure 40. Techviz Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 41. Techviz Revenue Growth Rate in VR Software Business (2015-2020)

Figure 42. Unigine Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 43. Unigine Revenue Growth Rate in VR Software Business (2015-2020)

Figure 44. Phenomatics Virtual Reality Software Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 45. Phenomatics Virtual Reality Software Revenue Growth Rate in VR Software Business (2015-2020)

Figure 46. Worldviz Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 47. Worldviz Revenue Growth Rate in VR Software Business (2015-2020)

Figure 48. Virtalis Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 49. Virtalis Revenue Growth Rate in VR Software Business (2015-2020)

Figure 50. ESI Group Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 51. ESI Group Revenue Growth Rate in VR Software Business (2015-2020)

Figure 52. XVR Simulation Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 53. XVR Simulation Revenue Growth Rate in VR Software Business (2015-2020)

Figure 54. EON Reality Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 55. EON Reality Revenue Growth Rate in VR Software Business (2015-2020)

Figure 56. High Fidelity Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 57. High Fidelity Revenue Growth Rate in VR Software Business (2015-2020)

Figure 58. Mirra Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 59. Mirra Revenue Growth Rate in VR Software Business (2015-2020)

Figure 60. Arcadia Augmented Reality Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 61. Arcadia Augmented Reality Revenue Growth Rate in VR Software Business (2015-2020)

Figure 62. Smartvizz Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 63. Smartvizz Revenue Growth Rate in VR Software Business (2015-2020)

Figure 64. Imagine Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 65. Imagine Revenue Growth Rate in VR Software Business (2015-2020)

Figure 66. Mind & Idea Fly Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 67. Mind & Idea Fly Revenue Growth Rate in VR Software Business (2015-2020)

Figure 68. Bottom-up and Top-down Approaches for This Report

Figure 69. Data Triangulation

Figure 70. Key Executives Interviewed

## I would like to order

Product name: COVID-19 Impact on Global VR Software Market Size, Status and Forecast 2020-2026

Product link: <https://marketpublishers.com/r/CE1022B32BC4EN.html>

Price: US\$ 3,900.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/CE1022B32BC4EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970