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Covid-19 Impact on Global VR Video Content Market Size, Status and Forecast 2020-2026

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Abstracts

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

Blippar

360 Labs

Matterport

Koncept VR

SubVRsive

Panedia Pty Ltd.

WeMakeVR

VIAR (Viar360)

Pixvana Inc.

Scapic

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Market segment by Type, the product can be split into

Software

Services

Market segment by Application, split into

Real Estate

Travel & Hospitality

Media & Entertainment

Healthcare

Retail

Gaming

Automotive

Others

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

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Central & South America

The study objectives of this report are:

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

To present the VR Video Content 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 Video Content 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.

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Contents

1 REPORT OVERVIEW

1.1 Study Scope
1.2 Key Market Segments
1.3 Players Covered: Ranking by VR Video Content Revenue
1.4 Market Analysis by Type
  1.4.1 Global VR Video Content Market Size Growth Rate by Type: 2020 VS 2026
  1.4.2 Software
  1.4.3 Services
1.5 Market by Application
  1.5.1 Global VR Video Content Market Share by Application: 2020 VS 2026
  1.5.2 Real Estate
  1.5.3 Travel & Hospitality
  1.5.4 Media & Entertainment
  1.5.5 Healthcare
  1.5.6 Retail
  1.5.7 Gaming
  1.5.8 Automotive
  1.5.9 Others
1.6 Coronavirus Disease 2019 (Covid-19): VR Video Content Industry Impact
  1.6.1 How the Covid-19 is Affecting the VR Video Content Industry
    1.6.1.1 VR Video Content 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 Video Content 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 Video Content Players to Combat Covid-19 Impact
1.7 Study Objectives
1.8 Years Considered

2 GLOBAL GROWTH TRENDS BY REGIONS

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

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2.2.2 VR Video Content Historic Market Share by Regions (2015-2020)
2.2.3 VR Video Content 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 Video Content Market Growth Strategy
2.3.6 Primary Interviews with Key VR Video Content Players (Opinion Leaders)

3 COMPETITION LANDSCAPE BY KEY PLAYERS

3.1 Global Top VR Video Content Players by Market Size
3.1.1 Global Top VR Video Content Players by Revenue (2015-2020)
3.1.2 Global VR Video Content Revenue Market Share by Players (2015-2020)
3.1.3 Global VR Video Content Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
3.2 Global VR Video Content Market Concentration Ratio
3.2.1 Global VR Video Content Market Concentration Ratio (CR5 and HHI)
3.2.2 Global Top 10 and Top 5 Companies by VR Video Content Revenue in 2019
3.3 VR Video Content Key Players Head office and Area Served
3.4 Key Players VR Video Content Product Solution and Service
3.5 Date of Enter into VR Video Content Market
3.6 Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

4.1 Global VR Video Content Historic Market Size by Type (2015-2020)
4.2 Global VR Video Content Forecasted Market Size by Type (2021-2026)

5 VR VIDEO CONTENT BREAKDOWN DATA BY APPLICATION (2015-2026)

5.1 Global VR Video Content Market Size by Application (2015-2020)
5.2 Global VR Video Content Forecasted Market Size by Application (2021-2026)

6 NORTH AMERICA

6.1 North America VR Video Content Market Size (2015-2020)
6.2 VR Video Content Key Players in North America (2019-2020)

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6.3 North America VR Video Content Market Size by Type (2015-2020)
6.4 North America VR Video Content Market Size by Application (2015-2020)

7 EUROPE

7.1 Europe VR Video Content Market Size (2015-2020)
7.2 VR Video Content Key Players in Europe (2019-2020)
7.3 Europe VR Video Content Market Size by Type (2015-2020)
7.4 Europe VR Video Content Market Size by Application (2015-2020)

8 CHINA

8.1 China VR Video Content Market Size (2015-2020)
8.2 VR Video Content Key Players in China (2019-2020)
8.3 China VR Video Content Market Size by Type (2015-2020)
8.4 China VR Video Content Market Size by Application (2015-2020)

9 JAPAN

9.1 Japan VR Video Content Market Size (2015-2020)
9.2 VR Video Content Key Players in Japan (2019-2020)
9.3 Japan VR Video Content Market Size by Type (2015-2020)
9.4 Japan VR Video Content Market Size by Application (2015-2020)

10 SOUTHEAST ASIA

10.1 Southeast Asia VR Video Content Market Size (2015-2020)
10.2 VR Video Content Key Players in Southeast Asia (2019-2020)
10.3 Southeast Asia VR Video Content Market Size by Type (2015-2020)
10.4 Southeast Asia VR Video Content Market Size by Application (2015-2020)

11 INDIA

11.1 India VR Video Content Market Size (2015-2020)
11.2 VR Video Content Key Players in India (2019-2020)
11.3 India VR Video Content Market Size by Type (2015-2020)
11.4 India VR Video Content Market Size by Application (2015-2020)

12 CENTRAL & SOUTH AMERICA

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

13 KEY PLAYERS PROFILES

13.1 Blippar
  13.1.1 Blippar Company Details
  13.1.2 Blippar Business Overview and Its Total Revenue
  13.1.3 Blippar VR Video Content Introduction
  13.1.4 Blippar Revenue in VR Video Content Business (2015-2020))
  13.1.5 Blippar Recent Development
13.2 360 Labs
  13.2.1 360 Labs Company Details
  13.2.2 360 Labs Business Overview and Its Total Revenue
  13.2.3 360 Labs VR Video Content Introduction
  13.2.4 360 Labs Revenue in VR Video Content Business (2015-2020)
  13.2.5 360 Labs Recent Development
13.3 Matterport
  13.3.1 Matterport Company Details
  13.3.2 Matterport Business Overview and Its Total Revenue
  13.3.3 Matterport VR Video Content Introduction
  13.3.4 Matterport Revenue in VR Video Content Business (2015-2020)
  13.3.5 Matterport Recent Development
13.4 Koncept VR
  13.4.1 Koncept VR Company Details
  13.4.2 Koncept VR Business Overview and Its Total Revenue
  13.4.3 Koncept VR VR Video Content Introduction
  13.4.4 Koncept VR Revenue in VR Video Content Business (2015-2020)
  13.4.5 Koncept VR Recent Development
13.5 SubVRsive
  13.5.1 SubVRsive Company Details
  13.5.2 SubVRsive Business Overview and Its Total Revenue
  13.5.3 SubVRsive VR Video Content Introduction
  13.5.4 SubVRsive Revenue in VR Video Content Business (2015-2020)
  13.5.5 SubVRsive Recent Development

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13.6 Panedia Pty Ltd.
13.6.1 Panedia Pty Ltd. Company Details
13.6.2 Panedia Pty Ltd. Business Overview and Its Total Revenue
13.6.3 Panedia Pty Ltd. VR Video Content Introduction
13.6.4 Panedia Pty Ltd. Revenue in VR Video Content Business (2015-2020)
13.6.5 Panedia Pty Ltd. Recent Development
13.7 WeMakeVR
13.7.1 WeMakeVR Company Details
13.7.2 WeMakeVR Business Overview and Its Total Revenue
13.7.3 WeMakeVR VR Video Content Introduction
13.7.4 WeMakeVR Revenue in VR Video Content Business (2015-2020)
13.7.5 WeMakeVR Recent Development
13.8 VIAR (Viar360)
13.8.1 VIAR (Viar360) Company Details
13.8.2 VIAR (Viar360) Business Overview and Its Total Revenue
13.8.3 VIAR (Viar360) VR Video Content Introduction
13.8.4 VIAR (Viar360) Revenue in VR Video Content Business (2015-2020)
13.8.5 VIAR (Viar360) Recent Development
13.9 Pixvana Inc.
13.9.1 Pixvana Inc. Company Details
13.9.2 Pixvana Inc. Business Overview and Its Total Revenue
13.9.3 Pixvana Inc. VR Video Content Introduction
13.9.4 Pixvana Inc. Revenue in VR Video Content Business (2015-2020)
13.9.5 Pixvana Inc. Recent Development
13.10 Scapic
13.10.1 Scapic Company Details
13.10.2 Scapic Business Overview and Its Total Revenue
13.10.3 Scapic VR Video Content Introduction
13.10.4 Scapic Revenue in VR Video Content Business (2015-2020)
13.10.5 Scapic 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

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15.3 Author Details

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List Of Tables

LIST OF TABLES

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

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Table 27. Key Players Headquarters and Area Served
Table 28. Key Players VR Video Content Product Solution and Service
Table 29. Date of Enter into VR Video Content Market
Table 30. Mergers & Acquisitions, Expansion Plans
Table 31. Global VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 32. Global VR Video Content Market Size Share by Type (2015-2020)
Table 33. Global VR Video Content Revenue Market Share by Type (2021-2026)
Table 34. Global VR Video Content Market Size Share by Application (2015-2020)
Table 35. Global VR Video Content Market Size by Application (2015-2020) (Million US$)
Table 36. Global VR Video Content Market Size Share by Application (2021-2026)
Table 37. North America Key Players VR Video Content Revenue (2019-2020) (Million US$)
Table 38. North America Key Players VR Video Content Market Share (2019-2020)
Table 39. North America VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 40. North America VR Video Content Market Share by Type (2015-2020)
Table 41. North America VR Video Content Market Size by Application (2015-2020) (Million US$)
Table 42. North America VR Video Content Market Share by Application (2015-2020)
Table 43. Europe Key Players VR Video Content Revenue (2019-2020) (Million US$)
Table 44. Europe Key Players VR Video Content Market Share (2019-2020)
Table 45. Europe VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 46. Europe VR Video Content Market Share by Type (2015-2020)
Table 47. Europe VR Video Content Market Size by Application (2015-2020) (Million US$)
Table 48. Europe VR Video Content Market Share by Application (2015-2020)
Table 49. China Key Players VR Video Content Revenue (2019-2020) (Million US$)
Table 50. China Key Players VR Video Content Market Share (2019-2020)
Table 51. China VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 52. China VR Video Content Market Share by Type (2015-2020)
Table 53. China VR Video Content Market Size by Application (2015-2020) (Million US$)
Table 54. China VR Video Content Market Share by Application (2015-2020)
Table 55. Japan Key Players VR Video Content Revenue (2019-2020) (Million US$)
Table 56. Japan Key Players VR Video Content Market Share (2019-2020)
Table 57. Japan VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 58. Japan VR Video Content Market Share by Type (2015-2020)
Table 59. Japan VR Video Content Market Size by Application (2015-2020) (Million

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US$)
Table 60. Japan VR Video Content Market Share by Application (2015-2020)
Table 61. Southeast Asia Key Players VR Video Content Revenue (2019-2020) (Million US$)
Table 62. Southeast Asia Key Players VR Video Content Market Share (2019-2020)
Table 63. Southeast Asia VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 64. Southeast Asia VR Video Content Market Share by Type (2015-2020)
Table 65. Southeast Asia VR Video Content Market Size by Application (2015-2020) (Million US$)
Table 66. Southeast Asia VR Video Content Market Share by Application (2015-2020)
Table 67. India Key Players VR Video Content Revenue (2019-2020) (Million US$)
Table 68. India Key Players VR Video Content Market Share (2019-2020)
Table 69. India VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 70. India VR Video Content Market Share by Type (2015-2020)
Table 71. India VR Video Content Market Size by Application (2015-2020) (Million US$)
Table 72. India VR Video Content Market Share by Application (2015-2020)
Table 73. Central & South America Key Players VR Video Content Revenue (2019-2020) (Million US$)
Table 74. Central & South America Key Players VR Video Content Market Share (2019-2020)
Table 75. Central & South America VR Video Content Market Size by Type (2015-2020) (Million US$)
Table 76. Central & South America VR Video Content Market Share by Type (2015-2020)
Table 77. Central & South America VR Video Content Market Size by Application (2015-2020) (Million US$)
Table 78. Central & South America VR Video Content Market Share by Application (2015-2020)
Table 79. Blippar Company Details
Table 80. Blippar Business Overview
Table 81. Blippar Product
Table 82. Blippar Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 83. Blippar Recent Development
Table 84. 360 Labs Company Details
Table 85. 360 Labs Business Overview
Table 86. 360 Labs Product
Table 87. 360 Labs Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 88. 360 Labs Recent Development

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Table 89. Matterport Company Details
Table 90. Matterport Business Overview
Table 91. Matterport Product
Table 92. Matterport Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 93. Matterport Recent Development
Table 94. Koncept VR Company Details
Table 95. Koncept VR Business Overview
Table 96. Koncept VR Product
Table 97. Koncept VR Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 98. Koncept VR Recent Development
Table 99. SubVRsive Company Details
Table 100. SubVRsive Business Overview
Table 101. SubVRsive Product
Table 102. SubVRsive Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 103. SubVRsive Recent Development
Table 104. Panedia Pty Ltd. Company Details
Table 105. Panedia Pty Ltd. Business Overview
Table 106. Panedia Pty Ltd. Product
Table 107. Panedia Pty Ltd. Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 108. Panedia Pty Ltd. Recent Development
Table 109. WeMakeVR Company Details
Table 110. WeMakeVR Business Overview
Table 111. WeMakeVR Product
Table 112. WeMakeVR Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 113. WeMakeVR Recent Development
Table 114. VIAR (Viar360) Business Overview
Table 115. VIAR (Viar360) Product
Table 116. VIAR (Viar360) Company Details
Table 117. VIAR (Viar360) Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 118. VIAR (Viar360) Recent Development
Table 119. Pixvana Inc. Company Details
Table 120. Pixvana Inc. Business Overview
Table 121. Pixvana Inc. Product
Table 122. Pixvana Inc. Revenue in VR Video Content Business (2015-2020) (Million

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US$)
Table 123. Pixvana Inc. Recent Development
Table 124. Scapic Company Details
Table 125. Scapic Business Overview
Table 126. Scapic Product
Table 127. Scapic Revenue in VR Video Content Business (2015-2020) (Million US$)
Table 128. Scapic Recent Development
Table 129. Research Programs/Design for This Report
Table 130. Key Data Information from Secondary Sources
Table 131. Key Data Information from Primary Sources

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List Of Figures

LIST OF FIGURES

Figure 1. Global VR Video Content Market Share by Type: 2020 VS 2026
Figure 2. Software Features
Figure 3. Services Features
Figure 4. Global VR Video Content Market Share by Application: 2020 VS 2026
Figure 5. Real Estate Case Studies
Figure 6. Travel & Hospitality Case Studies
Figure 7. Media & Entertainment Case Studies
Figure 8. Healthcare Case Studies
Figure 9. Retail Case Studies
Figure 10. Gaming Case Studies
Figure 11. Automotive Case Studies
Figure 12. Others Case Studies
Figure 13. VR Video Content Report Years Considered
Figure 14. Global VR Video Content Market Size YoY Growth 2015-2026 (US$ Million)
Figure 15. Global VR Video Content Market Share by Regions: 2020 VS 2026
Figure 16. Global VR Video Content Market Share by Regions (2021-2026)
Figure 17. Porter's Five Forces Analysis
Figure 18. Global VR Video Content Market Share by Players in 2019
Figure 19. Global Top VR Video Content Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in VR Video Content as of 2019
Figure 20. The Top 10 and 5 Players Market Share by VR Video Content Revenue in 2019
Figure 21. North America VR Video Content Market Size YoY Growth (2015-2020) (Million US$)
Figure 22. Europe VR Video Content Market Size YoY Growth (2015-2020) (Million US$)
Figure 23. China VR Video Content Market Size YoY Growth (2015-2020) (Million US$)
Figure 24. Japan VR Video Content Market Size YoY Growth (2015-2020) (Million US$)
Figure 25. Southeast Asia VR Video Content Market Size YoY Growth (2015-2020) (Million US$)
Figure 26. India VR Video Content Market Size YoY Growth (2015-2020) (Million US$)
Figure 27. Central & South America VR Video Content Market Size YoY Growth (2015-2020) (Million US$)
Figure 28. Blippar Total Revenue (US$ Million): 2019 Compared with 2018
Figure 29. Blippar Revenue Growth Rate in VR Video Content Business (2015-2020)

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Figure 30. 360 Labs Total Revenue (US$ Million): 2019 Compared with 2018
Figure 31. 360 Labs Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 32. Matterport Total Revenue (US$ Million): 2019 Compared with 2018
Figure 33. Matterport Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 34. Koncept VR Total Revenue (US$ Million): 2019 Compared with 2018
Figure 35. Koncept VR Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 36. SubVRsive Total Revenue (US$ Million): 2019 Compared with 2018
Figure 37. SubVRsive Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 38. Panedia Pty Ltd. Total Revenue (US$ Million): 2019 Compared with 2018
Figure 39. Panedia Pty Ltd. Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 40. WeMakeVR Total Revenue (US$ Million): 2019 Compared with 2018
Figure 41. WeMakeVR Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 42. VIAR (Viar360) Total Revenue (US$ Million): 2019 Compared with 2018
Figure 43. VIAR (Viar360) Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 44. Pixvana Inc. Total Revenue (US$ Million): 2019 Compared with 2018
Figure 45. Pixvana Inc. Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 46. Scapic Total Revenue (US$ Million): 2019 Compared with 2018
Figure 47. Scapic Revenue Growth Rate in VR Video Content Business (2015-2020)
Figure 48. Bottom-up and Top-down Approaches for This Report
Figure 49. Data Triangulation
Figure 50. Key Executives Interviewed

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