

Covid-19 Impact on Virtual Reality Content Creation Market, Global Research Reports 2020-2021

https://marketpublishers.com/r/C8CB372E7240EN.html

Date: June 2020

Pages: 93

Price: US\$ 3,250.00 (Single User License)

ID: C8CB372E7240EN

Abstracts

This report covers market size and forecasts of Virtual Reality Content Creation, including the following market information:

Global Virtual Reality Content Creation Market Size, 2019-2021, and 2020 (quarterly data), (US\$ Million)

Global Virtual Reality Content Creation Market Size by Type and by Application, 2019-2021, and 2020 (quarterly data), (US\$ Million)

Global Virtual Reality Content Creation Market Size by Region (and Key Countries), 2019-2021, and 2020 (quarterly data), (US\$ Million)

Global Virtual Reality Content Creation Market Size by Company, 2019- 2020 (quarterly data), (US\$ Million)

Key market players

Major competitors identified in this market include 360 Labs, Blippar, Koncept VR, Matterport, Panedia Pty Ltd, SubVRsive, Vizor, Voxelus, WeMakeVR, Wevr, etc.

Based on the Region:

Asia-Pacific (China, Japan, South Korea, India and ASEAN)

North America (US and Canada)



| Europe (Germany, France, UK and Italy) |
|---|
| Rest of World (Latin America, Middle East & Africa) |
| Based on the Type: |
| Videos |
| 360 Degree Photos |
| Games |
| |
| Based on the Application: |
| Gaming and Entertainment |
| Engineering |
| Healthcare |
| Retail |
| Military and Education |
| Others |
| |
| |



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