

Global 2D Gesture Recognition Market Research Report 2016

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Abstracts

Notes:

Production, means the output of 2D Gesture Recognition

Revenue, means the sales value of 2D Gesture Recognition

This report studies 2D Gesture Recognition in Global market, especially in North America, Europe, China, Japan, Korea and Taiwan, focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

Crunchfish AB

eyeSight Technologies

Intel

PointGrab

Samsung Electronics

Sony

Cognitec Systems

CogniVue

Elliptic Labs

Cross Match Technologies

Apple

AMD

Thalnic Labs

Qualcomm

Pyreos

Intel

Irisguard

Market Segment by Regions, this report splits Global into several key Regions, with production, consumption, revenue, market share and growth rate of 2D Gesture Recognition in these regions, from 2011 to 2021 (forecast), like

North America

Europe

China

Japan

Korea

Taiwan

Split by product type, with production, revenue, price, market share and growth rate of each type, can be divided into

Type I

Type II

Type III

Split by application, this report focuses on consumption, market share and growth rate of 2D Gesture Recognition in each application, can be divided into

Application 1

Application 2

Application 3

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